Class

AVCaptureEvent

An object that describes a user interaction with a system hardware button.

iOS 17.2+ | iPadOS 17.2+ | Mac Catalyst 17.2+

```
class AVCaptureEvent
```

Overview

Inspect a capture event's <u>phase</u> to determine whether the event begins, ends, or is in a canceled state.

Topics

Inspecting the event

var **phase:** AVCaptureEventPhase

The current phase of a capture event.

enum **AVCaptureEventPhase**

Constants that indicate the phase of a system capture event.

Playing a sound

var **shouldPlaySound:** Bool

A Boolean value that indicates whether you must play a sound manually.

```
func play(AVCaptureEventSound) -> Bool
```
    Plays the specified capture sound through AirPods.

Relationships

Inherits From

```
NSObject
```

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
```

See Also

iOS playback and capture

`{}` Playing video content in a standard user interface

Play media full screen, embedded inline, or in a floating Picture in Picture (PiP) window using a player view controller.

`class AVPlayerViewController`

A view controller that displays content from a player and presents a native user interface to control playback.

`protocol AVPlayerViewControllerDelegate`

A protocol that defines the methods to implement to respond to player view controller events.

`class AVCaptureEventInteraction`

An object that registers handlers to respond to capture events from system hardware buttons.

class `AVCaptureEventSound`

A sound object for a capture event.

class `AVInputPickerInteraction`

Use `AVInputPickerInteraction` to present an input picker.