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Class

DetectTrajectoriesRequest

A request that detects the trajectories of shapes moving along a parabolic path.

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+

```
final class DetectTrajectoriesRequest
```

Overview

After the request detects a trajectory, it produces a collection of [TrajectoryObservation](#) objects that contain the shape's detected points and an equation describing the parabola.

Topics

Creating a request

```
init(trajecoryLength: Int, DetectTrajectoriesRequest.Revision?, frameAnalysisSpacing: CMTime?)
```

Creates a trajectory-detection request.

Getting the revision

```
let revision: DetectTrajectoriesRequest.Revision
```

The algorithm or implementation the request uses.

```
static let supportedRevisions: [DetectTrajectoriesRequest.Revision]
```

The collection of revisions the request supports.

enum Revision

A type that describes the algorithm or implementation that the request performs.

Inspecting a request

```
var objectMaximumNormalizedRadius: Float
```

The maximum radius of the bounding circle of the object to track.

```
var objectMinimumNormalizedRadius: Float
```

The minimum radius of the bounding circle of the object to track.

```
var targetFrameTime: CMTime
```

The requested target frame time for processing trajectory detection.

```
let trajectoryLength: Int
```

The number of points to detect before calculating a trajectory.

Performing a request

```
func perform(on: URL, orientation: CGImagePropertyOrientation?) async  
throws -> Self.Result
```

Performs the request on an image URL and produces observations.

Required Default implementations provided.

```
func perform(on: Data, orientation: CGImagePropertyOrientation?) async  
throws -> Self.Result
```

Performs the request on image data and produces observations.

Required Default implementations provided.

```
func perform(on: CGImage, orientation: CGImagePropertyOrientation?)  
async throws -> Self.Result
```

Performs the request on a Core Graphics image and produces observations.

Required Default implementations provided.

```
func perform(on: CVPixelBuffer, orientation: CGImagePropertyOrientation  
?) async throws -> Self.Result
```

Performs the request on a pixel buffer and produces observations.

Required Default implementations provided.

```
func perform(on: CMSampleBuffer, orientation: CGImagePropertyOrientation?) async throws -> Self.Result
```

Performs the request on a Core Media buffer and produces observations.

Required Default implementations provided.

```
func perform(on: CIImage, orientation: CGImagePropertyOrientation?) async throws -> Self.Result
```

Performs the request on a Core Image image and produces observations.

Required Default implementations provided.

```
struct TrajectoryObservation
```

An observation that describes a detected trajectory.

Relationships

Conforms To

CustomStringConvertible

Equatable

Hashable

ImageProcessingRequest

Sendable

SendableMetatype

StatefulRequest

VisionRequest

See Also

Trajectory, contour, and horizon detection

```
struct DetectContoursRequest
```

A request that detects the contours of the edges of an image.

```
struct DetectHorizonRequest
```

An image-analysis request that determines the horizon angle in an image.