

[Cinematic](#) / CNDecision

## Structure

# CNDecision

An object that represents a decision to focus on a particular detection, or group of detections, at a particular time.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+

```
struct CNDecision
```

## Topics

### Initializers

```
init(time: CMTIME, detectionGroupID: CNDetectionGroupID, strong: Bool)
```

Makes a decision to focus on the detection with the given unique detection.

```
init(time: CMTIME, detectionID: CNDetectionID, strong: Bool)
```

Makes a decision to focus on the best among those detections with the same detection group ID.

### Instance Properties

```
var focusDetectionID: CNDecision.FocusDetectionID
```

```
var isStrongDecision: Bool
```

A flag representing whether this is a strong decision.

```
var isUserDecision: Bool
```

A flag representing whether this is a user-created decision or a base decision.

```
var time: CMTime
```

The first presentation time that the subject should be in focus.

## Enumerations

```
enum FocusDetectionID
```

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## Relationships

### Conforms To

Equatable, Sendable, SendableMetatype

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## See Also

### Editing

{} Editing Spatial Audio with an audio mix

Add Spatial Audio editing capabilities with the Audio Mix API in the Cinematic framework.

```
struct CNDetection
```

A structure that represents a detected subject, face, torso or pet at a particular time.

```
class CNDetectionTrack
```

An object representing a series of detections of the same subject over time.

```
class CNFixedDetectionTrack
```

An object representing the fixed detection track.

```
class CNCustomDetectionTrack
```

An object representing a discrete detection track composed of individual detections.

```
enum CNDetectionType
```

The type of object detected, such as face, torso, cat, dog and so on.