

[RealityKit](#) / [AudioFileGroupResource](#) / `init(_:)`

Initializer

init(_:)

Creates a group resource from an array of audio file resources.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 26.0+ | visionOS 1.0+

```
@MainActor @preconcurrency  
init(_ resources: [AudioFileResource]) throws
```

Discussion

An [AudioFileGroupResource](#) provides a single, random element from its collection of [AudioFileResource](#) objects each time `play(_)` is called on the [AudioPlaybackController](#) on which it is prepared.

Throws

An error if the provided array is empty or if the underlying audio assets do not have matching channel layouts.

See Also

Creating a resource

convenience `init(named: String, from: String, in: Bundle) async throws`

Initializes an audio resource from a Reality Composer Pro project.

```
static func load(named: String, from: String, in: Bundle?) throws ->  
AudioFileGroupResource
```

Loads an audio resource from a Reality Composer Pro project.