

[AVFoundation](#) / Audio and video capture

API Collection

Audio and video capture

Capture audio and video directly to media files, or capture streams of media for direct access to media sample buffers.

Topics

File capture

- 📄 Recording movies in alternative formats
Change the default format for capturing movie files.

`class` `AVCaptureMovieFileOutput`

A capture output that records video and audio to a QuickTime movie file.

`class` `AVCaptureAudioFileOutput`

A capture output that records audio and saves the recorded audio to a file.

`class` `AVCaptureFileOutput`

The abstract superclass for capture outputs that can record captured data to a file.

`protocol` `AVCaptureFileOutputDelegate`

Methods for monitoring or controlling the output of a media file capture.

`protocol` `AVCaptureFileOutputRecordingDelegate`

Methods for responding to events that occur while recording captured media to a file.

Stream capture

- { } Capturing Spatial Audio in your iOS app

Enhance your app's audio recording capabilities by supporting Spatial Audio capture.

`class AVCaptureVideoDataOutput`

A capture output that records video and provides access to video frames for processing.

`class AVCaptureAudioDataOutput`

A capture output that records audio and provides access to audio sample buffers as they are recorded.

`class AVCaptureSpatialAudioMetadataSampleGenerator`

An interface for generating a spatial audio timed metadata sample.

Mac screen capture

`class AVCaptureScreenInput`

A capture input for recording from a screen in macOS.

See Also

Capture

☰ Capture setup

Configure built-in cameras and microphones, and external capture devices, for media capture.

☰ Photo capture

Capture high-quality still images, Live Photos, and supporting photo data.

☰ Additional data capture

Capture additional data including depth and metadata, and synchronize capture from multiple outputs.