

Audio Toolbox / AudioConverterFillComplexBufferRealtimeSafe(::_::_::_::_::_)

Function

AudioConverterFillComplexBuffer RealtimeSafe(: : : : : : :)

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
func AudioConverterFillComplexBufferRealtimeSafe(  
    _ inAudioConverter: AudioConverterRef,  
    _ inInputDataProc: AudioConverterComplexInputDataProcRealtimeSafe,  
    _ inInputDataProcUserData: UnsafeMutableRawPointer?,  
    _ ioOutputDataPacketSize: UnsafeMutablePointer<UInt32>,  
    _ outOutputData: UnsafeMutablePointer<AudioBufferList>,  
    _ outPacketDescription: UnsafeMutablePointer<AudioStreamPacketDescription>?  
) -> OSStatus
```

Discussion

Identical to `AudioConverterFillComplexBuffer`, with the addition of a realtime-safety guarantee.

Conversions involving only PCM formats – interleaving, deinterleaving, channel count changes, sample rate conversions – are realtime-safe. Such conversions may use this API in order to obtain compiler checks involving the CA `REALTIME` API attributes.

At runtime, this function returns `kAudioConverterErr_OperationNotSupported` if the conversion requires non-realtime-safe functionality.