

[AVFoundation](#) / [AVPlayerItem](#) / status

## Instance Property

# status

The status of the player item.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.7+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 1.0+

```
nonisolated
var status: AVPlayerItem.Status { get }
```

## Mentioned in

- Controlling the transport behavior of a player
- Observing playback state in SwiftUI

## Discussion

When a player item is created, its `status` is `AVPlayerItem.Status.unknown`, meaning its media hasn't been loaded and has not yet been enqueued for playback. Associating a player item with an `AVPlayer` immediately begins enqueueing the item's media and preparing it for playback. When the player item's media has been loaded and is ready for use, its status will change to `AVPlayerItem.Status.readyToPlay`. You can observe this change using key-value observing.

For possible values, see `AVPlayerItem.Status`.

## See Also

## Determining readiness

```
enum Status
```

The statuses for a player item.

```
var error: (any Error)?
```

The error that caused the player item to fail.