

[AVFoundation](#) / AVDelegatingPlaybackCoordinator

Class

AVDelegatingPlaybackCoordinator

A playback coordinator subclass that coordinates the playback of custom player objects in a connected group.

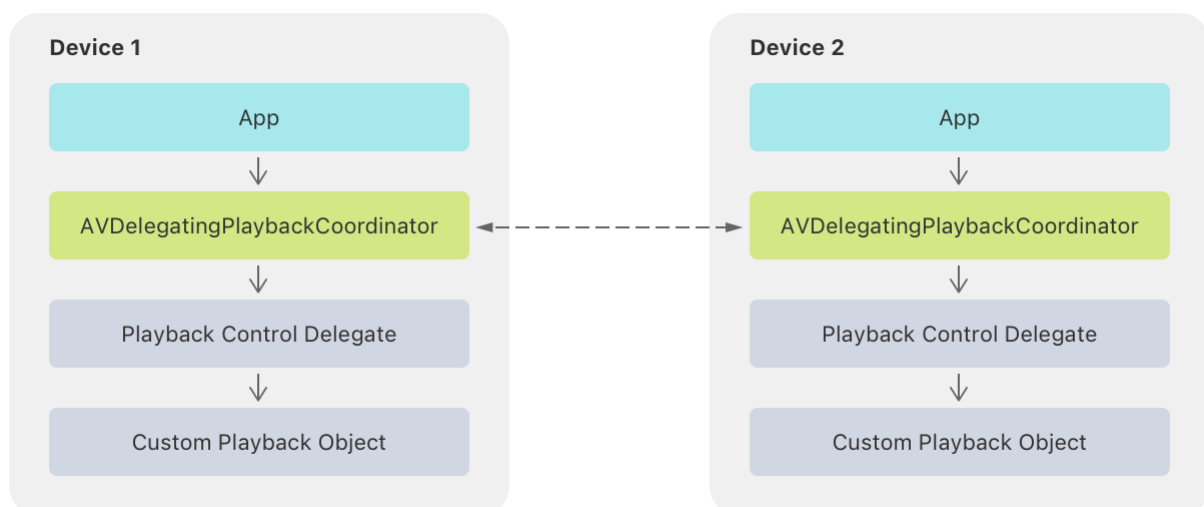
iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+

```
class AVDelegatingPlaybackCoordinator
```

Overview

This object coordinates the state of custom player objects, such as those that render media using [AVSampleBufferDisplayLayer](#) and [AVSampleBufferAudioRenderer](#), or that play audio using [AVAudioEngine](#).

Adopt the [AVPlaybackCoordinatorPlaybackControlDelegate](#) protocol so that your app responds to playback commands from the coordinator. The commands provide the details of a requested state change so you can control your player object accordingly.



Topics

Creating a coordinator

```
init(playbackControlDelegate: any AVPlaybackCoordinatorPlaybackControlDelegate)
```

Creates a playback coordinator for a custom playback object.

```
protocol AVPlaybackCoordinatorPlaybackControlDelegate
```

A protocol that defines the method to implement to respond to playback commands from the playback coordinator.

Identifying items

```
var currentItemIdentifier: String?
```

An identifier of the current item.

Accessing the delegate

```
var playbackControlDelegate: (any AVPlaybackCoordinatorPlaybackControlDelegate)?
```

The delegate object for the playback coordinator.

Coordinating state changes

```
func coordinateRateChange(to: Float, options: AVDelegatingPlaybackCoordinatorRateChangeOptions)
```

Coordinates a rate change across all participants, waiting for others to become ready, if necessary.

```
func coordinateSeek(to: CMTime, options: AVDelegatingPlaybackCoordinatorSeekOptions)
```

Coordinates a seek to the specified time for all connected participants.

```
func transitionToItem(withIdentifier: String?, proposingInitialTimingBasedOn: CMTimebase?)
```

Tells the coordinator to transition to a new item.

`func reapplyCurrentItemStateToPlaybackControlDelegate()`

Tells the coordinator to reissue current play state commands to synchronize the current item to the state of other participants.

`struct AVDelegatingPlaybackCoordinatorSeekOptions`

Constants that define seek options.

`struct AVDelegatingPlaybackCoordinatorRateChangeOptions`

Constants that define rate change options.

Playback commands

`class AVDelegatingPlaybackCoordinatorPlaybackControlCommand`

An abstract superclass for playback commands.

`class AVDelegatingPlaybackCoordinatorPlayCommand`

A command that indicates to play at a specific rate and time.

`class AVDelegatingPlaybackCoordinatorPauseCommand`

A command that indicates to pause playback.

`class AVDelegatingPlaybackCoordinatorSeekCommand`

A command that indicates to seek to a new time in the item timeline.

`class AVDelegatingPlaybackCoordinatorBufferingCommand`

A command that indicates to start buffering data in preparation for playback.

Relationships

Inherits From

`AVPlaybackCoordinator`

Conforms To

`CVarArg`

`CustomDebugStringConvertible`

`CustomStringConvertible`

Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype

See Also

SharePlay



Destination Video

Leverage SwiftUI to build an immersive media experience in a multiplatform app.



Supporting coordinated media playback

Create synchronized media experiences that enable users to watch and listen across devices.

`class AVPlaybackCoordinator`

An object that coordinates the playback of players in a connected group.

`class AVPlayerPlaybackCoordinator`

A playback coordinator subclass that coordinates the playback of player objects in a connected group.

`class AVPlaybackCoordinationMedium`