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Class

# AVCaptureAudioDataOutput

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

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 14.0+ | macOS 10.7+ | tvOS 17.0+

```
class AVCaptureAudioDataOutput
```

## Topics

### Creating an audio capture output

`init()`

Creates an instance of audio data output.

### Configuring audio capture

```
var audioSettings: [String : Any]!
```

The settings used to decode or re-encode audio before it's output.

```
func recommendedAudioSettingsForAssetWriter(writingTo: AVFileType) -> [String : Any]?
```

Specifies the recommended settings for use with an `AVAssetWriterInput`.

```
var spatialAudioChannelLayoutTag: AudioChannelLayoutTag
```

The audio channel layout tag of the audio sample buffers produced by the audio data output.

## Receiving captured audio data

```
func setSampleBufferDelegate((any AVCaptureAudioDataOutputSampleBufferDelegate)?, queue: dispatch_queue_t?)
```

Sets the delegate that will accept captured buffers and the dispatch queue on which the delegate will be called.

```
var sampleBufferDelegate: (any AVCaptureAudioDataOutputSampleBufferDelegate)?
```

The capture object's delegate.

```
var sampleBufferCallbackQueue: dispatch_queue_t?
```

The queue on which delegate callbacks are invoked

```
protocol AVCaptureAudioDataOutputSampleBufferDelegate
```

Methods for receiving audio sample data from an audio capture.

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## Relationships

### Inherits From

AVCaptureOutput

### Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

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## See Also

## 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 AVCaptureSpatialAudioMetadataSampleGenerator`

An interface for generating a spatial audio timed metadata sample.