

[RealityKit](#) / [AudioFileGroupResource](#)

## Class

# AudioFileGroupResource

An audio file group.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 26.0+ | visionOS 1.0+

```
@MainActor @preconcurrency
class AudioFileGroupResource
```

## Topics

### Creating a resource

`init([AudioFileResource]) throws`

Creates a group resource from an array of audio file resources.

`convenience init(named: String, from: String, in: Bundle) async throws`

Initializes an audio resource from a Reality Composer Pro project.

`static func load(named: String, from: String, in: Bundle?) throws -> AudioFileGroupResource`

Loads an audio resource from a Reality Composer Pro project.

### Working with the resource contents

`let resources: [AudioFileResource]`

The `AudioFileResource` objects which comprise this `AudioFileGroupResource`.

```
static func == (AudioFileGroupResource, AudioFileGroupResource) -> Bool
```

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# Relationships

## Inherits From

AudioResource

## Conforms To

Copyable  
Equatable  
Hashable  
Resource  
Sendable  
SendableMetatype

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## See Also

### Audio resources

`class AudioFileResource`

An audio resource that you load from a file or from a URL.

`class AudioBufferResource`

An audio resource that you load from an [AVAudioBuffer](#).

`struct AudioLibraryComponent`

A container for audio resources that you can look up by user-defined names.

`class AudioResource`

A playable audio resource

`struct Calibration`

A container for different calibration modes that can be applied for playback.

```
struct Normalization
```

Normalization adjusts the level of an audio file or buffer to be at a defined target.