

[AVFoundation](#) / Offline playback and storage

API Collection

# Offline playback and storage

Download streamed content to disk to allow offline playback, and define policies to automatically remove downloaded assets.

## Topics

### Asset downloading



Using AVFoundation to play and persist HTTP live streams

Play HTTP Live Streams and persist streams on disk for offline playback using AVFoundation.

```
class AVAssetDownloadURLSession
```

A URL session that creates and executes asset download tasks.

```
class AVAssetDownloadTask
```

A session used to download HTTP Live Streaming assets.

```
class AVAggregateAssetDownloadTask
```

A task that downloads multiple media selections for an asset.

### Offline storage management

```
class AVAssetDownloadStorageManager
```

An object that manages policies to automatically purge downloaded assets.

```
class AVAssetDownloadStorageManagementPolicy
```

An object that defines a policy to automatically manage the storage of downloaded assets.

```
class AVMutableAssetDownloadStorageManagementPolicy
```

A mutable object that you use to create a new storage management policy.

## Cache monitoring

`class AVAssetCache`

An object that you use to inspect locally cached media data.

## See Also

### Playback



#### Media playback

Manage the playback of media assets and interstitial content, independent of how you present that content in your interface.



#### Streaming and AirPlay

Stream content wirelessly to other devices using AirPlay, and handle requests involving FairPlay-protected assets.



#### Sample buffer playback

Create custom controllers to play and synchronize the timing of sample buffer streams.