

[Cinematic](#) / CNDetection

Structure

CNDetection

A structure that represents a detected subject, face, torso or pet at a particular time.

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

```
struct CNDetection
```

Overview

Specifies the type, distance bounds, and time of the detection. Detections obtained from the Cinematic script include a unique number that tracks the detection over time.

Some types of detections also include a unique group number that associates related detections (for example, the face and torso of the same person).

Topics

Initializers

```
init(time: CMTime, detectionType: CNDetectionType, normalizedRect: CGRect, focusDisparity: Float)
```

Creates a Cinematic detection of a subject.

Instance Properties

```
var detectionGroupID: CNDetectionGroupID?
```

A unique number representing the detection to focus on if this is a group decision.

```
var detectionID: CNDetectionID?
```

An unique identifier assigned by the Cinematic script to all detections of the same subject and detection type across time.

```
var detectionType: CNDetectionType
```

The type of object detected, such as the face, torso, cat, dog, and so on.

```
var focusDisparity: Float
```

The disparity to use in order to focus on the object.

```
var normalizedRect: CGRect
```

The rectangle within the image where the object occurs, normalized such that (0.0, 0.0) is the top-left and (1.0, 1.0) is the bottom-right.

```
var time: CMTime
```

The first presentation time which the subject should be in focus.

Type Methods

```
static func accessibilityLabel(for: CNDetectionType) -> String
```

A localized accessibility label converting a specific detection type into a broad category such as a person, pet, and so on.

```
static func disparity(in: CGRect, sourceDisparity: CVPixelBuffer,  
detectionType: CNDetectionType, priorDisparity: Float?) -> Float
```

Determines the disparity to use to focus on the object in the rectangle.

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Editing

{ } Editing Spatial Audio with an audio mix

Add Spatial Audio editing capabilities with the Audio Mix API in the Cinematic framework.

`struct CNDecision`

An object that represents a decision to focus on a particular detection, or group of detections, at a particular time.

`class CNDetectionTrack`

An object representing a series of detections of the same subject over time.

`class CNFixedDetectionTrack`

An object representing the fixed detection track.

`class CNCustomDetectionTrack`

An object representing a discrete detection track composed of individual detections.

`enum CNDetectionType`

The type of object detected, such as face, torso, cat, dog and so on.