Sample Code

Creating a seamless multiview playback experience

Build advanced multiview playback experiences with the AVFoundation and AVRouting frameworks.

[Download]

iOS 26.0+ | iPadOS 26.0+ | tvOS 26.0+ | Xcode 26.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC25 session 302: Create a seamless multiview playback experience.

Configure the sample code project

To run this sample, you'll need the following:

- An iOS device with iOS 26 or later or

- A tvOS device with tvOS 26 or later

See Also

Playback control

📄 Observing playback state in SwiftUI

Keep your user interface in sync with state changes from playback objects.

📄 Controlling the transport behavior of a player

Play, pause, and seek through a media presentation.

`class AVPlayer`

An object that provides the interface to control the player's transport behavior.

`class AVPlayerItem`

An object that models the timing and presentation state of an asset during playback.

`class AVPlayerItemTrack`

An object that represents the presentation state of an asset track during playback.

`class AVQueuePlayer`

An object that plays a sequence of player items.

`class AVPlayerLooper`

An object that loops media content using a queue player.