

[AudioDriverKit](#) / [IOUserAudioObject](#)

## Class

# IOUserAudioObject

The base class for most classes in the framework.

DriverKit 21.0+

```
class IOUserAudioObject;
```

## Overview

All classes in the framework subclass [IOUserAudioObject](#), except for [IOUserAudioDriver](#), which subclasses [IOService](#) from [DriverKit](#).

Don't subclass or instantiate [IOUserAudioObject](#) directly.

## Topics

### Creating an Audio Object

`init`

Initializes an instance of the audio object base class.

`init`

Initializes an empty object.

### Freeing an Audio Object

`free`

Frees the audio object.

## Getting Information About the Class

`GetClassID`

Gets the audio class identifier of the object.

`GetBaseClassID`

Gets the audio class identifier of the base class object.

`IOUserAudioClassID`

An identifier for the type of audio object.

`GetObjectID`

Gets the object's identifier.

`IOUserAudioObjectID`

An identifier that provides a handle on a specific audio object.

`GetWorkQueue`

Gets the work queue created by the audio object, as a pointer to a dispatch queue.

## Working with Object Names

`GetName`

Gets the name of the object.

`SetName`

Sets the name of the object.

## Using Custom Properties

`AddCustomProperty`

Adds a custom property to the audio object.

`RemoveCustomProperty`

Removes a previously-added custom property object from the audio object.

`IOUserAudioCustomProperty`

A custom property to associate with audio objects.

## Instance Methods

GetElementCategoryName

GetElementName

GetElementNumberName

GetOwnerObjectID

SetElementCategoryName

SetElementName

SetElementNumberName

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## Relationships

### Inherits From

OSObject

### Inherited By

IOUserAudioBox

IOUserAudioClockDevice

IOUserAudioControl

IOUserAudioCustomProperty

IOUserAudioStream

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## See Also

### Essentials

IOUserAudioDriver

A DriverKit provider object that manages communications with an audio device.

## DriverKit Audio Family

A Boolean value that indicates whether the device supports audio functionality.

### { } Creating an audio device driver

Implement a configurable audio input source as a driver extension that runs in user space in macOS and iPadOS.