

[Immersive Media Support](#) / ImmersiveMediaRemotePreviewReceiver

Class

ImmersiveMediaRemotePreviewReceiver

An observable object that helps apps handle receiving commands and data sent from an immersive media remote preview sender object.

macOS 26.0+ | visionOS 26.0+

```
class ImmersiveMediaRemotePreviewReceiver
```

Overview

This object helps applications receiving Immersive Video over the network with the intent of rendering a preview playback.

To properly render an immersive video preview, the receiver also needs access to:

- The current [ImmersiveVideoFrame](#) to render.
- The current [VenueDescriptor](#) for rendering.
- The current [PresentationDescriptor](#) that describes one or more [PresentationCommand](#) instances active for the current frame.

Topics

Initializers

`init() async throws`

Creates a preview receiver object.

Instance Properties

`var frame: ImmersiveVideoFrame?`

The current remote preview of an immersive video frame.

`var presentationDescriptor: PresentationDescriptor?`

The current remote immersive video presentation descriptor.

`var states: some AsyncSequence<ImmersiveMediaRemotePreviewReceiver.
Status, Never>`

The states to use for monitoring the current state of the preview receiver so the app can monitor events.

`var venueDescriptor: VenueDescriptor?`

The current remote immersive video venue descriptor.

Instance Methods

`func start(connection: NWConnection) async throws`

Performs the necessary steps to start receiving remote Immersive video frames using the given network connection.

`func stop()`

Stops receiving remote immersive video frames.

Enumerations

`enum Status`

A value that represents the status of the immersive media remote preview receiver object.

Relationships

Conforms To

Copyable

Observable

Sendable

SendableMetatype