

[Immersive Media Support](#) / SetCameraCommand

Structure

SetCameraCommand

A command type for immersive camera switching during playback.

macOS 26.0+ | visionOS 26.0+

```
struct SetCameraCommand
```

Overview

The property `cameraID` has been added to this type to hold camera identifier string, so that we can switch from one immersive camera to another using these camera identifiers.

Topics

Initializers

`init(from: any Decoder) throws`

`init(id: Int, time: CMTime, cameraID: String)`

Creates a command with a specific ID, cameraID and start time.

Instance Properties

`var cameraID: String`

The camera ID to use for the duration of this command.

`var duration: CMTIME`

The duration of the command.

`var id: Int`

A unique command ID for the entire immersive media file.

`var offset: CMTIME?`

Reserved for later use.

`var time: CMTIME`

The time this command starts during playback.

Instance Methods

`func encode(to: any Encoder) throws`

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Presentation commands

`enum PresentationCommand`

A set of properties that define the interface for a presentation command.

`struct FadeCommand`

A command type for color fading during immersive media playback.

`struct FadeEnvironmentCommand`

A command type for opacity fading environment backdrops during immersive media playback.

`struct ShotFlopCommand`

A command type to flip the video frames horizontally (mirrored horizontally) during playback for the duration of the command.

`struct PresentationDescriptor`

A structure that represents dynamic metadata used during playback or when outputting the metadata track for an immersive video file.

`class PresentationDescriptorReader`

An object that provides the functionality required to understand and process immersive presentation commands.