Class

CNAssetSpatialAudioInfo

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst | macOS 26.0+ | tvOS 26.0+

```
class CNAssetSpatialAudioInfo
```

Topics

Initializers

`init(asset: AVAsset) async throws`

Initializes an instance of `CNAssetAudioInfo` for an AVAsset object asynchronously if it meets all requirements. .

Instance Properties

`var defaultEffectIntensity: Float32`

default effect intensity value as provided by the system. Supported range is [0.0-1.0]

`var defaultRenderingStyle: CNSpatialAudioRenderingStyle`

default rendering style as provided by the system

`var defaultSpatialAudioTrack: AVAssetTrack`

default AVAssetTrack containing Spatial Audio

`var spatialAudioMixMetadata: Data`

The result of audio analysis during recording which contains metadata necessary to properly configure the Audio Mix feature during playback or editing. Can be used with `AUAudioUnit` instances that support AudioUnitPropertyID `kProperty_SpatialAudioMixMetadata`

Instance Methods

`func assetReaderOutputSettings(for: CNSpatialAudioContentType) -> Dictionary<String, Any>`

    Returns a dictionary of settings and the source track that should be used to fetch LPCM samples from this track with the effect applied

`func assetWriterInputSettings(for: CNSpatialAudioContentType) -> Dictionary<String, Any>`

    Returns a dictionary of settings that should be used to encode LPCM samples using `AVAssetWriterInput`

`func audioMix(effectIntensity: Float32, renderingStyle: CNSpatialAudioRenderingStyle) -> AVAudioMix`

    Returns an instance of `AVAudioMix` encapsulating all spatial audio related data with specified effect intesnsity and rendering style.

Type Properties

`static var isSupported: Bool`

    Indicates whether the current device supports Audio Mix

Type Methods

`class func assetContainsSpatialAudio(asset: AVAsset) async -> Bool`

    Check if asset meets all the requirements to operate with Spatial Audio and its accompanying effects

`class func checkIfContainsSpatialAudio(asset: AVAsset, completionHandler: (Bool) -> Void)`

    Check if asset meets all the requirements to operate with Spatial Audio and its accompanying effects