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API Collection

Sample buffer playback

Create custom controllers to play and synchronize the timing of sample buffer streams.

Topics

Sample buffer generation

`{}` Playing custom audio with your own player

Construct an audio player to play your custom audio data, and optionally take advantage of the advanced features of AirPlay 2.

`class AVSampleBufferRequest`

An object that describes a sample buffer creation request.

`class AVSampleBufferGenerator`

An object that creates sample buffers.

`class AVSampleBufferGeneratorBatch`

An object that generates sample buffers in a batch.

Presentation

`protocol AVQueuedSampleBufferRendering`

Methods you can implement to enqueue sample buffers for presentation.

`class AVSampleBufferRenderSynchronizer`

An object used to synchronize multiple queued sample buffers to a single timeline.

`class AVSampleBufferDisplayLayer`

An object that displays compressed or uncompressed video frames.

`class AVSampleBufferVideoRenderer`

An object that enqueues video sample buffers for rendering.

`class AVSampleBufferAudioRenderer`

An object used to decompress audio and play compressed or uncompressed audio.

See Also

Playback



Media playback

Manage the playback of media assets and interstitial content, independent of how you present that content in your interface.



Offline playback and storage

Download streamed content to disk to allow offline playback, and define policies to automatically remove downloaded assets.



Streaming and AirPlay

Stream content wirelessly to other devices using AirPlay, and handle requests involving FairPlay-protected assets.