

[AVFoundation](#) / AVDelegatingPlaybackCoordinator

Class

# AVDelegatingPlaybackCoordinator

A playback coordinator subclass that coordinates the playback of custom player objects in a connected group.

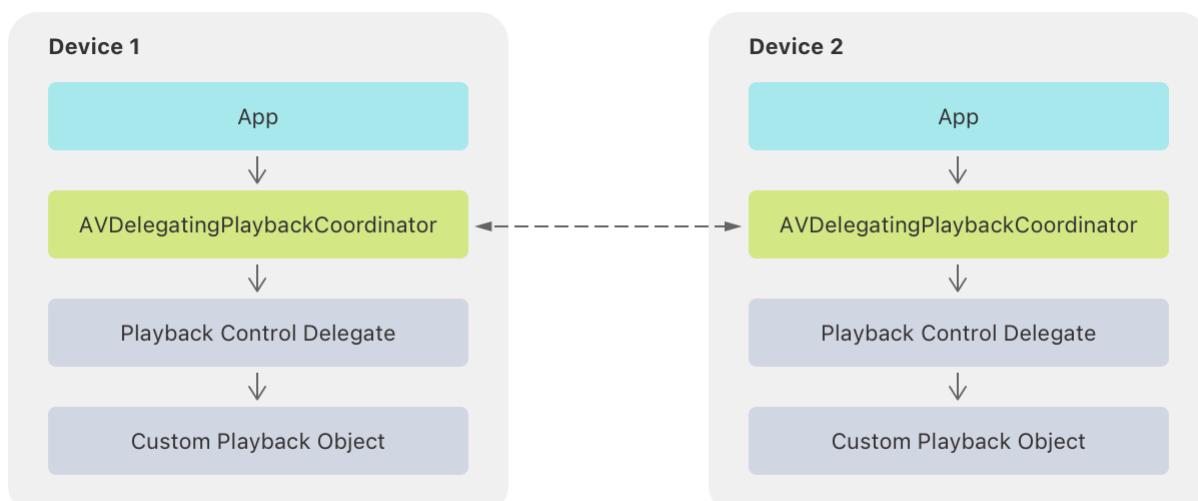
iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+

```
class AVDelegatingPlaybackCoordinator
```

## Overview

This object coordinates the state of custom player objects, such as those that render media using [AVSampleBufferDisplayLayer](#) and [AVSampleBufferAudioRenderer](#), or that play audio using [AVAudioEngine](#).

Adopt the [AVPlaybackCoordinatorPlaybackControlDelegate](#) protocol so that your app responds to playback commands from the coordinator. The commands provide the details of a requested state change so you can control your player object accordingly.



# Topics

## Creating a coordinator

```
init(playbackControlDelegate: any AVPlaybackCoordinatorPlaybackControlDelegate)
```

Creates a playback coordinator for a custom playback object.

```
protocol AVPlaybackCoordinatorPlaybackControlDelegate
```

A protocol that defines the method to implement to respond to playback commands from the playback coordinator.

## Identifying items

```
var currentItemIdentifier: String?
```

An identifier of the current item.

## Accessing the delegate

```
var playbackControlDelegate: (any AVPlaybackCoordinatorPlaybackControlDelegate)?
```

The delegate object for the playback coordinator.

## Coordinating state changes

```
func coordinateRateChange(to: Float, options: AVDelegatingPlaybackCoordinatorRateChangeOptions)
```

Coordinates a rate change across all participants, waiting for others to become ready, if necessary.

```
func coordinateSeek(to: CMTime, options: AVDelegatingPlaybackCoordinatorSeekOptions)
```

Coordinates a seek to the specified time for all connected participants.

```
func transitionToItem(withIdentifier: String?, proposingInitialTimingBasedOn: CMTimebase?)
```

Tells the coordinator to transition to a new item.

```
func reapplyCurrentItemStateToPlaybackControlDelegate()
```

Tells the coordinator to reissue current play state commands to synchronize the current item to the state of other participants.

```
struct AVDelegatingPlaybackCoordinatorSeekOptions
```

Constants that define seek options.

```
struct AVDelegatingPlaybackCoordinatorRateChangeOptions
```

Constants that define rate change options.

## Playback commands

```
class AVDelegatingPlaybackCoordinatorPlaybackControlCommand
```

An abstract superclass for playback commands.

```
class AVDelegatingPlaybackCoordinatorPlayCommand
```

A command that indicates to play at a specific rate and time.

```
class AVDelegatingPlaybackCoordinatorPauseCommand
```

A command that indicates to pause playback.

```
class AVDelegatingPlaybackCoordinatorSeekCommand
```

A command that indicates to seek to a new time in the item timeline.

```
class AVDelegatingPlaybackCoordinatorBufferingCommand
```

A command that indicates to start buffering data in preparation for playback.

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## Relationships

### Inherits From

AVPlaybackCoordinator

### Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable  
Hashable  
NSObjectProtocol  
Sendable  
SendableMetatype

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## See Also

### SharePlay

{ } Destination Video

Leverage SwiftUI to build an immersive media experience in a multiplatform app.

{ } Supporting coordinated media playback

Create synchronized media experiences that enable users to watch and listen across devices.

class AVPlaybackCoordinator

An object that coordinates the playback of players in a connected group.

class AVPlayerPlaybackCoordinator

A playback coordinator subclass that coordinates the playback of player objects in a connected group.

class AVPlaybackCoordinationMedium