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Class

# AVAssetWriterInputPixelBufferAdaptor

An object that appends video samples to an asset writer input.

iOS 4.1+ | iPadOS 4.1+ | Mac Catalyst 13.1+ | macOS 10.7–11.0 Deprecated | tvOS 9.0–26.2 Deprecated | visionOS 1.0+

```
class AVAssetWriterInputPixelBufferAdaptor
```

## Overview

A pixel buffer adaptor provides a pixel buffer pool that you use to allocate pixel buffers to the output file. Using the provided pool for buffer allocation is typically more efficient than managing your own pool.

## Topics

### Creating an adaptor

```
init(assetWriterInput: AVAssetWriterInput, sourcePixelBufferAttributes: [String : Any]?)
```

Creates a new pixel buffer adaptor to receive pixel buffers for writing to the output file.

### Appending pixel buffers

```
func append(CVPixelBuffer, withPresentationTime: CMTime) -> Bool
```

Appends a pixel buffer to the adaptor.

## Accessing the pool

`var pixelBufferPool: CVPixelBufferPool?`

A pool of pixel buffers to append to the adaptor's input.

`var sourcePixelBufferAttributes: [String : any Sendable]?`

The attributes of the pixel buffers that the pool contains.

## Inspecting a pixel buffer adaptor

`var assetWriterInput: AVAssetWriterInput`

The asset writer input to which the adaptor appends pixel buffers.

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## Relationships

### Inherits From

`NSObject`

### Conforms To

`CVarArg`

`CustomDebugStringConvertible`

`CustomStringConvertible`

`Equatable`

`Hashable`

`NSObjectProtocol`

---

## See Also

### Media writing

{ } Converting projected video to Apple Projected Media Profile

Convert content with equirectangular or half-equirectangular projection to APMP.

- { } **Converting side-by-side 3D video to multiview HEVC and spatial video**  
Create video content for visionOS by converting an existing 3D HEVC file to a multiview HEVC format, optionally adding spatial metadata to create a spatial video.
  - { } **Writing fragmented MPEG-4 files for HTTP Live Streaming**  
Create an HTTP Live Streaming presentation by turning a movie file into a sequence of fragmented MPEG-4 files.
-  **Creating spatial photos and videos with spatial metadata**  
Add spatial metadata to stereo photos and videos to create spatial media for viewing on Apple Vision Pro.
-  **Tagging media with video color information**  
Inspect and set video color space information when writing and transcoding media.
-  **Evaluating an app's video color**  
Check color reproduction for a video in your app by using test patterns, video test equipment, and light-measurement instruments.

**class AVOutputSettingsAssistant**

An object that builds audio and video output settings dictionaries.

**class AVAssetWriter**

An object that writes media data to a container file.

**class AVAssetWriterInput**

An object that appends media samples to a track in an asset writer's output file.

**class AVAssetWriterInputTaggedPixelBufferGroupAdaptor**

An object that appends tagged buffer groups to an asset writer input.

**class AVAssetWriterInputMetadataAdaptor**

An object that appends timed metadata groups to an asset writer input.

**class AVAssetWriterInputGroup**

A group of inputs with tracks that are mutually exclusive to each other for playback or processing.