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Structure

AnalyzerInput

Time-coded audio data.

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

```
struct AnalyzerInput
```

Overview

The audio data must have an `AVAudioFormat` that is supported by the analyzer's modules; the analyzer does not perform audio conversion. Call `bestAvailableAudioFormat(compatibleWith:considering:)` (or its variants) to select an appropriate format to convert to.

The audio format may differ from one `AnalyzerInput` object to the next. The modules will be reconfigured if necessary (and possible) as needed.

Topics

Creating an input element

```
init(buffer: AVAudioPCMBuffer)
```

Creates an audio input object.

```
init(buffer: AVAudioPCMBuffer, bufferStartTime: CMTIME?)
```

Creates an audio input object for audio that may be discontinuous with previous input.

Inspecting an input element

```
let buffer: AVAudioPCMBuffer
```

The audio buffer containing this input.

```
let bufferStartTime: CMTime?
```

The time-code of this input.

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Input and output

```
protocol SpeechModuleResult
```

Protocol that all module results conform to.