

[AVFoundation](#) / [AVCaptureScreenInput](#)

Class

AVCaptureScreenInput

A capture input for recording from a screen in macOS.

macOS 10.7+

```
class AVCaptureScreenInput
```

Overview

Important

Starting in macOS 12.3, use the [ScreenCaptureKit](#) framework for screen recording instead.

This class is a concrete capture input subclass that provides an interface to capture media from a screen or a portion of a screen.

Use instances of this class as input sources for [AVCaptureSession](#) objects that provide media data from one of the screens connected to the system, represented by [CGDirectDisplayID](#).

Topics

Initializing a capture screen input

```
init?(displayID: CGDirectDisplayID)
```

Initializes a capture screen input that provides media data from the specified display.

`init()`

Initializes a capture screen input that provides media data from the main screen.

Setting video capture options

`var minFrameDuration: CMTime`

The screen input's minimum frame duration.

`var cropRect: CGRect`

Indicates the bounding rectangle of the screen area to be captured, in pixels.

`var scaleFactor: CGFloat`

Indicates the factor by which video buffers captured from the screen are to be scaled.

Capturing mouse activity

`var capturesCursor: Bool`

A Boolean value that specifies whether the mouse cursor appears in the captured output.

`var capturesMouseClicks: Bool`

A Boolean value that specifies whether mouse clicks appear highlighted in the captured output.

Deprecated

~~`var removesDuplicateFrames: Bool`~~

A Boolean value that specifies whether the capture input skips duplicate frames.

Deprecated

Relationships

Inherits From

`AVCaptureInput`

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol