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## Class

# CNCompositionInfo

An object that enables you to add the appropriate number of tracks for a Cinematic asset.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+

```
class CNCompositionInfo
```

## Topics

### Instance Methods

```
func insertTimeRange(CMTimeRange, of: CNAssetInfo, at: CMTime) throws
```

Inserts a timeRange of Cinematic source asset into the corresponding tracks of a composition.

## Relationships

### Inherits From

CNAssetInfo

## See Also

## Reading and rendering

`class CNAAssetInfo`

An object that provides Cinematic-specific information about an asset, including its tracks.

`class CNRenderingSession`

An object representing the context in which rendering occurs.