Protocol

AVPlayerViewControllerDelegate

A protocol that defines the methods to implement to respond to player view controller events.

iOS 9.0+ | iPadOS 9.0+ | Mac Catalyst 13.1+ | tvOS 9.0+ | visionOS 1.0+

```
protocol AVPlayerViewControllerDelegate : NSObjectProtocol
```

Mentioned in

📄 Adopting Picture in Picture in a Standard Player

📄 Presenting Content Proposals in tvOS

📄 Working with Interstitial Content

Topics

Dismissing the Player View Controller

`func playerViewControllerShouldDismiss(AVPlayerViewController) -> Bool`

 Asks the delegate object whether the player view controller dismisses itself upon request.

`func playerViewControllerWillBeginDismissalTransition(AVPlayerViewController)`

 Tells the delegate when the player view controller is about to start its dismissal transition.

```
func playerViewControllerDidEndDismissalTransition(AVPlayerView
Controller)
```
Tells the delegate when the player view controller ends its dismissal transition.

Responding to Picture in Picture Life Cycle Events

```
func playerViewControllerShouldAutomaticallyDismissAtPictureInPicture
Start(AVPlayerViewController) -> Bool
```
Asks the delegate whether the player view controller automatically dismisses itself when Picture in Picture starts.

```
func playerViewControllerWillStartPictureInPicture(AVPlayerView
Controller)
```
Tells the delegate when Picture in Picture is about to start.

```
func playerViewControllerDidStartPictureInPicture(AVPlayerView
Controller)
```
Tells the delegate when Picture in Picture starts.

```
func playerViewController(AVPlayerViewController, failedToStartPicture
InPictureWithError: any Error)
```
Tells the delegate when Picture in Picture fails to start.

```
func playerViewControllerWillStopPictureInPicture(AVPlayerView
Controller)
```
Tells the delegate when Picture in Picture is about to stop.

```
func playerViewControllerDidStopPictureInPicture(AVPlayerViewController
)
```
Tells the delegate when Picture in Picture stops.

```
func playerViewController(AVPlayerViewController, restoreUserInterface
ForPictureInPictureStopWithCompletionHandler: (Bool) -> Void)
```
Tells the delegate when Picture in Picture is about to stop so you can restore your app's user interface.

Responding to Navigation Events

```
func playerViewController(AVPlayerViewController, timeToSeekAfterUser
NavigatedFrom: CMTime, to: CMTime) -> CMTime
```

Tells the delegate when the user skips, scrubs, or otherwise navigates to a new time and wants to resume playback at the target time.

```
func playerViewController(AVPlayerViewController, willResumePlayback
AfterUserNavigatedFrom: CMTime, to: CMTime)
```

Tells the delegate when the user navigates to a new time and playback is about to begin.

```
func skipToPreviousItem(for: AVPlayerViewController)
```

Tells the delegate when the user requests skipping to the previous item in the timeline.

```
func skipToNextItem(for: AVPlayerViewController)
```

Tells the delegate when the user requests skipping to the next item in the timeline.

Responding to Interstitial Content Playback Events

```
func playerViewController(AVPlayerViewController, willPresent:
AVInterstitialTimeRange)
```

Tells the delegate when the player view controller is about to start playing a range of interstitial content.

```
func playerViewController(AVPlayerViewController, didPresent:
AVInterstitialTimeRange)
```

Tells the delegate when the player view controller finishes playing a range of interstitial content.

Responding to Content Proposals

```
func playerViewController(AVPlayerViewController, shouldPresent:
AVContentProposal) -> Bool
```

Asks the delegate whether the player view controller presents a content proposal.

```
func playerViewController(AVPlayerViewController, didAccept: AVContent
Proposal)
```

Tells the delegate when the user accepts the proposed content.

```
func playerViewController(AVPlayerViewController, didReject: AVContent
Proposal)
```

Tells the delegate when the user rejects the proposed content.

Responding to Media Selection

```
func playerViewController(AVPlayerViewController, didSelect: AVMedia
SelectionOption?, in: AVMediaSelectionGroup)
```

Tells the delegate when the user selects a media option from a media selection group.

Responding to Transport Bar Changes

```
func playerViewController(AVPlayerViewController, willTransitionTo
VisibilityOfTransportBar: Bool, with: any AVPlayerViewController
AnimationCoordinator)
```

Tells the delegate when the transport bar's visibility is about to change.

```
protocol AVPlayerViewControllerAnimationCoordinator
```

A protocol that defines the methods to implement to synchronize animations with playback controls' visibility animation.

Responding to Channel Changes

```
func playerViewController(AVPlayerViewController, skipToNextChannel: (
Bool) -> Void)
```

Tells the delegate when the user wants to skip to the next channel.

```
func playerViewController(AVPlayerViewController, skipToPreviousChannel
: (Bool) -> Void)
```

Tells the delegate when the user wants to skip to the previous channel.

```
func nextChannelInterstitialViewController(for: AVPlayerViewController)
-> UIViewController
```

Asks the delegate for a view controller that describes the layout of the next channel's interstitial view.

```
func previousChannelInterstitialViewController(for: AVPlayerView
Controller) -> UIViewController
```

Asks the delegate for a view controller that describes the layout of the previous channel's interstitial view.

Responding to Full-Screen Presentations

```
func playerViewController(AVPlayerViewController, willBeginFullScreen
PresentationWithAnimationCoordinator: any UIViewControllerTransition
Coordinator)
```

Tells the delegate when the player view controller is about to start full-screen display.

```
func playerViewController(AVPlayerViewController, willEndFullScreen
PresentationWithAnimationCoordinator: any UIViewControllerTransition
Coordinator)
```

Tells the delegate when the player view controller is about to end full-screen display.

```
func playerViewController(AVPlayerViewController, restoreUserInterface
ForFullScreenExitWithCompletionHandler: (Bool) -> Void)
```

Tells the delegate to restore the app's user interface after returning from a full-screen presentation.

Relationships

Inherits From

```
NSObjectProtocol
```

See Also

iOS playback and capture

`{}` Playing video content in a standard user interface

Play media full screen, embedded inline, or in a floating Picture in Picture (PiP) window using a player view controller.

`class AVPlayerViewController`

A view controller that displays content from a player and presents a native user interface to control playback.

`class AVCaptureEventInteraction`

An object that registers handlers to respond to capture events from system hardware buttons.

`class AVCaptureEvent`

An object that describes a user interaction with a system hardware button.

class `AVCaptureEventSound`

A sound object for a capture event.

class `AVInputPickerInteraction`

Use `AVInputPickerInteraction` to present an input picker.