

[AVFoundation](#) / Audio settings

Audio settings

Configure audio processing settings using standard key and value constants.

Topics

Formats

`class AVAudioFormat`

An object that describes the representation of an audio format.

`class AVAudioChannelLayout`

An object that describes the roles of a set of audio channels.

`let AVChannelLayoutKey: String`

☰ Linear PCM format settings

The audio settings that apply to linear PCM audio formats.

☰ Format settings

The audio settings that apply to all audio formats that the audio player and recorder classes support.

Settings

☰ Sample rate conversion settings

The constants that define sample rate converter audio quality settings.

`enum AVAudioQuality`

The values that specify the sample rate audio quality for encoding and conversion.

Encoder settings

The constants that define the audio encoder settings for the audio recorder class.

Time pitch algorithm settings

The constants that define the values for the time pitch algorithms.

Constants

Encoder bit rate strategy values

The constants that represent the possible bit rate strategy values.

```
var AVAUDIOENGINE_HAVE_AUAUDIOUNIT: Int32 { get }
```

See Also

Common

Media assets

Load media assets from files and streams to inspect their attributes, tracks, and embedded metadata.

Media reading and writing

Read images from video, export to alternative formats, and perform sample-level reading and writing of media data.

Media types and utilities

Identify the types of content and file formats that AVFoundation supports.

Video settings

Configure video processing settings using standard key and value constants.