

[AVFoundation](#) / [AVPlayerItem](#) / status

Instance Property

status

The status of the player item.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.7+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 1.0+

nonisolated

```
var status: AVPlayerItem.Status { get }
```

Mentioned in

- 📄 Controlling the transport behavior of a player
- 📄 Observing playback state in SwiftUI

Discussion

When a player item is created, its `status` is `AVPlayerItem.Status.unknown`, meaning its media hasn't been loaded and has not yet been enqueued for playback. Associating a player item with an [AVPlayer](#) immediately begins enqueueing the item's media and preparing it for playback. When the player item's media has been loaded and is ready for use, its status will change to `AVPlayerItem.Status.readyToPlay`. You can observe this change using key-value observing.

For possible values, see [AVPlayerItem.Status](#).

See Also

Determining readiness

enum Status

The statuses for a player item.

var error: (any Error)?

The error that caused the player item to fail.