

[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_AUAUDIUNIT: 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.