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Sample Code

Providing an integrated view of your timeline when playing HLS interstitials

Go beyond simple ad insertion with point and fill occupancy HLS interstitials.

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iOS 18.0+ | iPadOS 18.0+ | Xcode 16.0+

Overview

Note

This sample code project is associated with WWDC24 session 10114: [Enhance ad experiences with HLS Interstitials](#)

Configure the sample code project

Using the examples under the Live stream examples section of the app requires running a local test stream. The project includes a Go script that starts a local web server that hosts this example stream. You must have [Go](#) installed to run this script.

Open a Terminal window, change to the `/Source/LiveStreamExample/` directory, and run the following command to start the stream:

```
go run liveStreamGenerator.go --http :8443 map.mp4 segment0.m4s segment1.m4s segment
```

When the stream starts, copy its URL, which is in the following format: `http://<hostname>:8443/media.m3u8`. In the Xcode project, open the `Menu.json` file, and replace the placeholder

URLs (<http://livesreamserver.url:8443/media.m3u8>) with your local stream URL. Relaunch the app to view the live stream examples.

See Also

Interstitials

`class AVPlayerInterstitialEvent`

An object that provides instructions for how a player presents interstitial content.

`class AVPlayerInterstitialEventController`

An object that schedules interstitial events for items played by the primary player.

`class AVPlayerInterstitialEventMonitor`

An object that monitors the scheduling and progress of interstitial events.

`class AVPlayerItemIntegratedTimeline`

An object that models the timeline and playback sequence of a primary player item and scheduled interstitial events.