

[AVFoundation](#) / AVPlayerLayer

Class

AVPlayerLayer

An object that presents the visual contents of a player object.

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

```
class AVPlayerLayer
```

Mentioned in

 Selecting subtitles and alternative audio tracks

Overview

A common way to use this object in iOS or tvOS is as the backing layer for a [UIView](#), as the following example shows:

```
/// A view that displays the visual contents of a player object.
class PlayerView: UIView {

    // Override the property to make AVPlayerLayer the view's backing layer.
    override static var layerClass: AnyClass { AVPlayerLayer.self }

    // The associated player object.
    var player: AVPlayer? {
        get { playerLayer.player }
        set { playerLayer.player = newValue }
    }

    private var playerLayer: AVPlayerLayer { layer as! AVPlayerLayer }
```

Important

The value of a player layer's inherited contents property is opaque and you can't change it.

Topics

Creating a player layer

`init(player: AVPlayer?)`

Creates a layer object to present the visual contents of a player's current item.

Configuring the presentation

`var videoRect: CGRect`

The current size and position of the video image that displays within the layer's bounds.

`var videoGravity: AVLAYERVIDEOGRAVITY`

A value that specifies how the layer displays the player's visual content within the layer's bounds.

`struct AVLAYERVIDEOGRAVITY`

A structure that defines how a layer displays a player's visual content within the layer's bounds.

Determining display readiness

`var isReadyForDisplay: Bool`

A Boolean value that indicates whether the first video frame of the player's current item is ready for display.

Accessing the player

`var player: AVPlayer?`

The player whose visual content the layer displays.

Processing pixel buffers

```
var pixelBufferAttributes: [String : Any]?
```

The attributes of the visual output that displays in the player layer during playback.

```
func displayedPixelBuffer() -> CVPixelBuffer?
```

Returns the pixel buffer that the player layer currently displays.

```
func displayedReadOnlyPixelBuffer() -> CVReadOnlyPixelBuffer?
```

Returns the pixel buffer which is currently being displayed.

Relationships

Inherits From

CALayer

Conforms To

CAMediaTiming

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCoding

NSObjectProtocol

NSSecureCoding

Sendable

SendableMetatype

See Also

Presentation

-  Monitoring playback progress in your app

Observe the playback of a media asset to update your app's user-interface state.

{ } Using HEVC video with alpha

Play, write, and export HEVC video with an alpha channel to add overlay effects to your video processing.

class AVSynchronizedLayer

A Core Animation layer that derives its timing from a player item so that you can synchronize layer animations with media playback.