

[AVFoundation](#) / AVPlayerLooper

Class

AVPlayerLooper

An object that loops media content using a queue player.

iOS 10.0+ | iPadOS 10.0+ | Mac Catalyst 13.1+ | macOS 10.12+ | tvOS 10.0+ | visionOS 1.0+

```
class AVPlayerLooper
```

Overview

You can manually implement looping playback in your app using [AVQueuePlayer](#), but AVPlayerLooper provides a much simpler interface to loop a single [AVPlayerItem](#). You create a player looper by passing it a reference to your [AVQueuePlayer](#) and a template [AVPlayerItem](#) and the looper automatically manages the looping playback of this content (see example).

```
let asset = // AVAsset with its 'duration' property value loaded
let playerItem = AVPlayerItem(asset: asset)

// Create a new player looper with the queue player and template item
playerLooper = AVPlayerLooper(player: queuePlayer, templateItem: playerItem)

// Begin looping playback
queuePlayer.play()
```

Topics

[Creating a player looper](#)

```
init(player: AVQueuePlayer, templateItem: AVPlayerItem, timeRange: CMTimeRange, existingItemsOrdering: AVPlayerLooper.ItemOrdering)
```

Creates a player looper that continuously plays the full duration of a player item while adhering to the specified ordering of existing items in the queue.

```
convenience init(player: AVQueuePlayer, templateItem: AVPlayerItem)
```

Creates a player looper that continuously plays the full duration of a player item.

```
convenience init(player: AVQueuePlayer, templateItem: AVPlayerItem, timeRange: CMTimeRange)
```

Creates a player looper that continuously plays the specified time range of a player item.

Configuring looping

```
var loopingPlayerItems: [AVPlayerItem]
```

An array containing replicas of the template player item used to accomplish the looping.

```
func disableLooping()
```

Disables looping for the player queue.

Observing looping state

```
var loopCount: Int
```

The number of times the object played the media.

```
var status: AVPlayerLooper.Status
```

A status that indicates the object's ability to loop playback.

```
enum Status
```

Status constants that indicate whether a looper can successfully perform looping playback.

Monitoring errors

```
var error: (any Error)?
```

An error that describes the reason looping failed.

Relationships

Inherits From

NSObject

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype

See Also

Playback control

- 📄 Observing playback state in SwiftUI
Keep your user interface in sync with state changes from playback objects.
- 📄 Controlling the transport behavior of a player
Play, pause, and seek through a media presentation.
- { } Creating a seamless multiview playback experience
Build advanced multiview playback experiences with the AVFoundation and AVRouting frameworks.

`class AVPlayer`

An object that provides the interface to control the player's transport behavior.

`class AVPlayerItem`

An object that models the timing and presentation state of an asset during playback.

`class AVPlayerItemTrack`

An object that represents the presentation state of an asset track during playback.

```
class AVQueuePlayer
```

An object that plays a sequence of player items.