

[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.

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## Relationships

## Inherits From

NSObject

## Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

Sendable

SendableMetatype

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## 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.