AVAudioMix Class Reference

Audio & Video

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Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

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Inherits from	NSObject
Conforms to	NSCopying NSMutableCopying NSObject (NSObject)
Framework	/System/Library/Frameworks/AVFoundation.framework
Availability	Available in iOS 4.0 and later.
Declared in	AVAudioMix.h

Overview

An `AVAudioMix` object manages the input parameters for mixing audio tracks. It allows custom audio processing to be performed on audio tracks during playback or other operations.

Tasks

Input Parameters

`inputParameters` (page 5) *property*
The parameters for inputs to the mix (read-only)

Properties

For more about Objective-C properties, see "Properties" in *The Objective-C Programming Language*.

inputParameters

The parameters for inputs to the mix (read-only)

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```
@property(nonatomic, readonly, copy) NSArray *inputParameters
```

Discussion
The array contains instances of `AVAudioMixInputParameters`. Note that an instance of `AVAudioMixInputParameters` is not required for each audio track that contributes to the mix; audio for those without associated `AVAudioMixInputParameters` objects will be included in the mix, processed according to default behavior.

Availability
Available in iOS 4.0 and later.

Declared In
`AVAudioMix.h`

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Document Revision History

This table describes the changes to *AVAudioMix Class Reference*.

Date	Notes
2010-03-22	First version of a document that describes an object that allows custom audio processing on audio tracks during playback or other operations.

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Document Revision History

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