AVPlayerLayer Class Reference

Audio & Video

2010-05-16

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Contents

AVPlayerLayer Class Reference

Inherits from	CALayer : NSObject
Conforms to	NSCoding (CALayer) CAMediaTiming (CALayer) NSObject (NSObject)
Framework	/System/Library/Frameworks/AVFoundation.framework
Availability	Available in iOS 4.0 and later.
Declared in	AVPlayerLayer.h

Overview

`AVPlayerLayer` is a subclass of `CALayer` to which an `AVPlayer` object can direct its visual output.

You can create arbitrary numbers of player layers with the same `AVPlayer` object. You can create a layer as illustrated in the following code fragment:

```
AVPlayer *player = <#A configured AVPlayer object#>;

CALayer *superlayer = <#Get a CALayer#>;
AVPlayerLayer *playerLayer = [AVPlayerLayer playerLayerWithPlayer:player];
[superlayer addSublayer:playerLayer];
```

The value for the `contents` key of a player layer is opaque and effectively read-only.

During playback, `AVPlayer` may compensate for temporal drift between its visual output and its audible output to one or more independently-clocked audio output devices by adjusting the timing of its associated player layers. The effects of these adjustments are usually very small; however, clients that wish to remain entirely unaffected by such adjustments may wish to place other layers for which timing is important into independently timed subtrees of their layer trees.

Tasks

Miscellaneous

`player` (page 6) *property*
The player for which the player layer displays visual output.

`+ playerLayerWithPlayer:` (page 7)
: Returns a player layer to display the visual output of a specified player.

`readyForDisplay` (page 6) *property*
: Indicates whether the player is ready to be displayed. (read-only)

`videoGravity` (page 6) *property*
: Specifies how the video is displayed within a player layer's bounds.

Properties

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

player

The player for which the player layer displays visual output.

```
@property(nonatomic, retain) AVPlayer *player
```

Discussion

Availability
Available in iOS 4.0 and later.

Declared In
`AVPlayerLayer.h`

readyForDisplay

Indicates whether the player is ready to be displayed. (read-only)

```
@property(nonatomic, readonly, getter=isReadyForDisplay) BOOL readyForDisplay
```

Discussion

Availability
Available in iOS 4.0 and later.

Declared In
`AVPlayerLayer.h`

videoGravity

Specifies how the video is displayed within a player layer's bounds.

```
@property(copy) NSString *videoGravity
```

Discussion
The default is `AVPlayerLayerVideoGravityResizeAspect` (page ?).

This property is animatable.

Availability
Available in iOS 4.0 and later.

Declared In
`AVPlayerLayer.h`

Class Methods

playerLayerWithPlayer:

Returns a player layer to display the visual output of a specified player.

```
+ (AVPlayerLayer *)playerLayerWithPlayer:(AVPlayer *)player
```

Parameters

player
The player for which the player layer displays visual output.

Return Value
A player layer configured to display the visual output of *player*.

Discussion

Availability
Available in iOS 4.0 and later.

Declared In
`AVPlayerLayer.h`

Document Revision History

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

Date	Notes
2010-05-16	First version of a document that describes a Core Animation layer to which an AVPlayer object can direct its visual output.