QTCaptureLayer Class Reference

Audio & Video



2009-05-20

Ś

Apple Inc. © 2009 Apple Inc. All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

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

Apple, the Apple logo, Mac, Mac OS, Objective-C, and QuickTime are trademarks of Apple Inc., registered in the United States and other countries.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

QTCaptureLayer Class Reference 5

Overview 5 Tasks 5 Creating Capture Layers 5 Class Methods 6 layerWithSession: 6 Instance Methods 6 initWithSession: 6 session 6 setSession: 7

Document Revision History 9

CONTENTS

QTCaptureLayer Class Reference

Inherits from	CALayer : NSObject
Conforms to	NSCoding (CALayer) CAMediaTiming (CALayer) NSObject (NSObject)
Framework	/System/Library/Frameworks/QTKit.framework
Availability	Available in QuickTime 7.2.1 and later.
Declared in	QTCaptureLayer.h

Overview

This class provides a layer that displays video frames currently being captured from a device attached to the computer, and is intended to provide support for Core Animation, that is, drawing the contents of a capture session into a layer. QTCaptureLayer renders a capture session within a layer hierarchy.

Tasks

Creating Capture Layers

+ layerWithSession: (page 6)

Creates an autoreleased QTCaptureLayer associated with the specified QTCaptureSession object.

- initWithSession: (page 6)
 Creates a QTCaptureLayer associated with the specified QTCaptureSession object.
- session (page 6)

Returns the capture session associated with a QTCaptureLayer object.

setSession: (page 7)
 Sets or resets the capture session associated with a QTCaptureLayer object.

Class Methods

layerWithSession:

Creates an autoreleased QTCaptureLayer associated with the specified QTCaptureSession object.

+ (id)layerWithSession:(QTCaptureSession *)session

Parameters

session

The session with which to create an autoreleased QuickTime capture layer object.

Discussion

By default, the movie starts playing immediately at rate 1.0 from the beginning of the movie. These default characteristics can be modified by setting layer properties or movie properties

Availability

Available in Mac OS X v10.5 and later.

Declared In QTCaptureLayer.h

Instance Methods

initWithSession:

Creates a QTCaptureLayer associated with the specified QTCaptureSession object.

- (id)initWithSession:(QTCaptureSession *)session

Parameters

session

The session with which to initialize the QuickTime capture layer object.

Discussion

By default, the movie starts playing immediately at rate 1.0 from the beginning of the movie. These default characteristics can be modified by setting layer properties or movie properties.

Availability

Available in Mac OS X v10.5 and later.

Declared In QTCaptureLayer.h

session

Returns the capture session associated with a QTCaptureLayer object.

```
- (QTCaptureSession *)session
```

Parameters

session

The session returned by the QuickTime capture layer object.

Availability Available in Mac OS X v10.5 and later.

Declared In QTCaptureLayer.h

setSession:

Sets or resets the capture session associated with a QTCaptureLayer object.

- (void)setSession:(QTCaptureSession *)session

Parameters

session

The session set or reset by the QuickTime capture layer object.

Availability Available in Mac OS X v10.5 and later.

Declared In QTCaptureLayer.h QTCaptureLayer Class Reference

Document Revision History

This table describes the changes to QTCaptureLayer Class Reference.

Date	Notes
2009-05-20	Updated information regarding usage of visual contexts.
2009-04-06	Added parameter descriptions. Minor fixes.
2009-03-04	Added availability information; description of layer hierarchy; minor fixes.
2007-10-31	Fixed error in description of inheritance class path.
2007-07-19	New document that describes the Objective-C class for creating a QuickTime capture layer.

REVISION HISTORY

Document Revision History