

#WWDC19

# Delivering Intuitive Media Playback with AVKit

Jed Lewison, AVKit Engineer

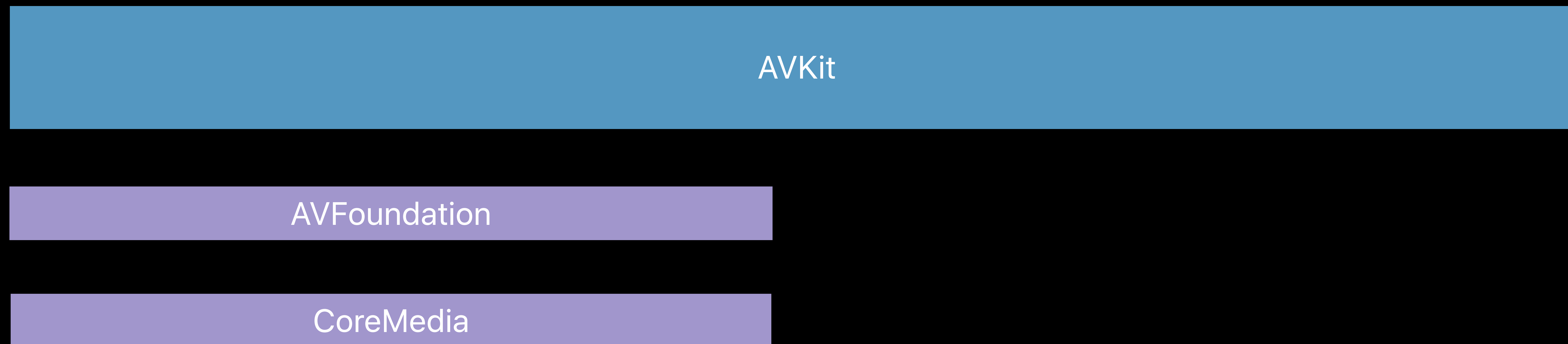
Dan Wright, AVKit Engineer

Media playback with AVKit

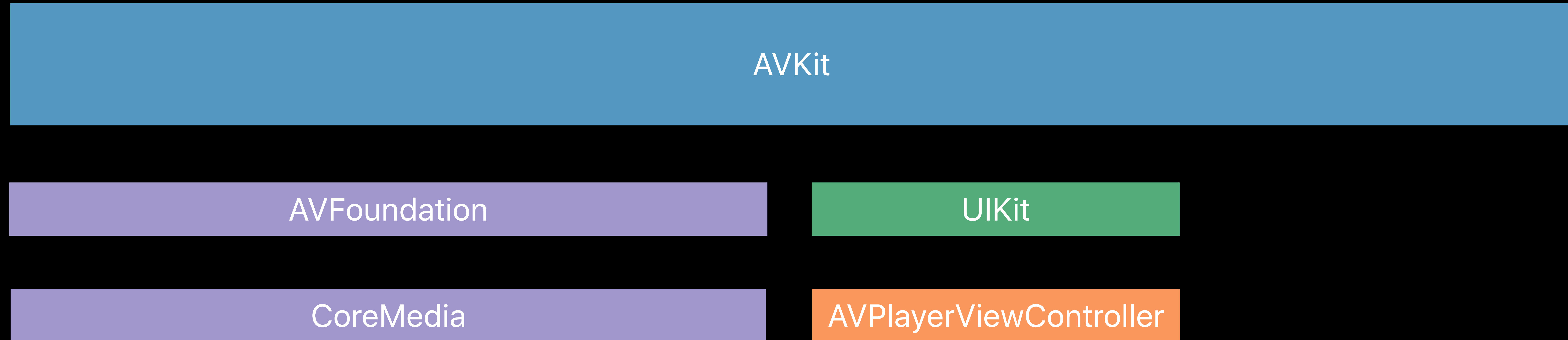
What's new

Best practices

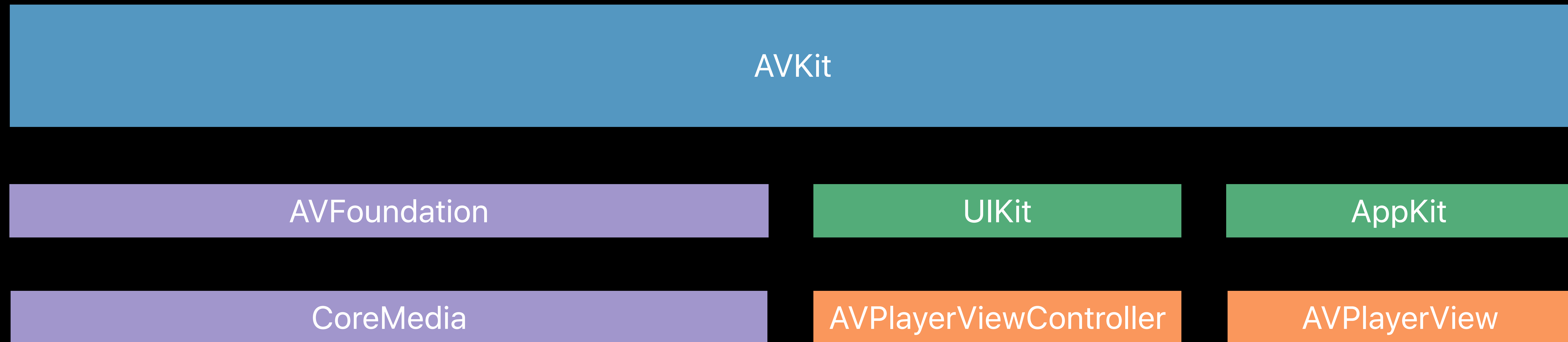
# AVKit in the Stack



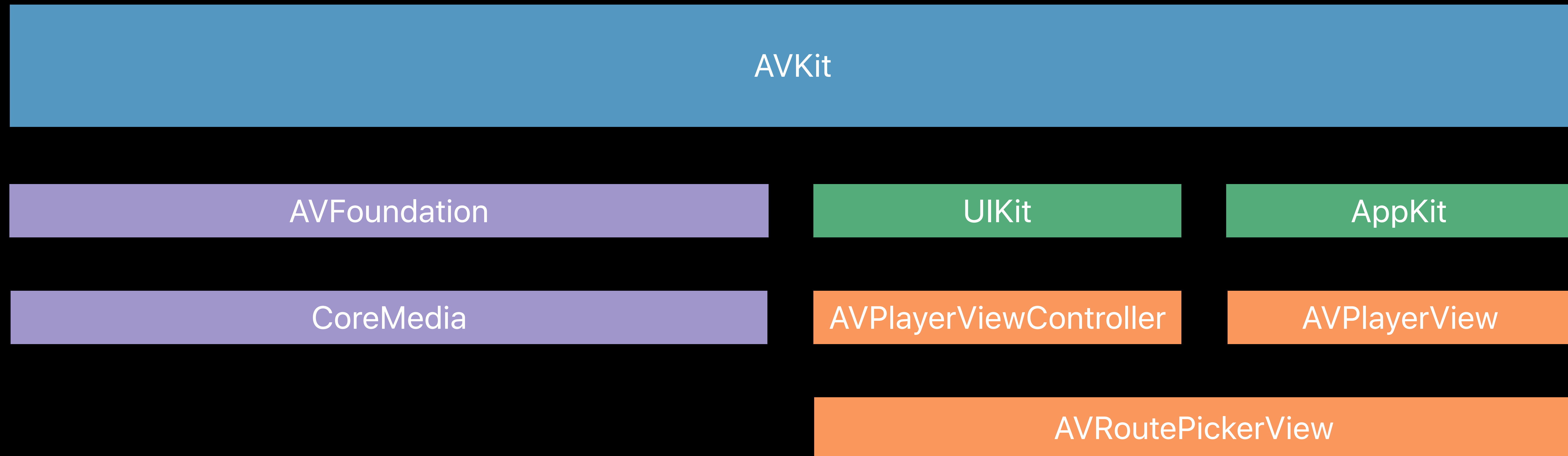
# AVKit in the Stack



# AVKit in the Stack



# AVKit in the Stack



```
// Media Playback with AVPlayerViewController on iOS and tvOS
```

```
import AVKit
```

```
// 1) Create an AVPlayer
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let player = AVPlayer(url: "https://my.example/video.m3u8")
```

```
// 2) Create an AVPlayerViewController
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```
let playerViewController = AVPlayerViewController()
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playerViewController.player = player
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// 3) Show it
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present(playerViewController, animated: true)
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# Media Playback with AVKit

AVMutableMovie  
AVComposition **AVPlayerItem**  
AVURLAsset **HLS** AVAudioSession AVAudioMix  
AVCompositing movie compositions  
**AVPlayer** external display support background audio **AVMovie** AVQueuePlayer  
AVAsset **AirPlay 2** AVMediaSelectionOption offline HLS  
subtitles **4K** content key management **AVAssetTrack** **HDR**  
AVMetadataItem  
**AVPlayerLayer**  
file-based playback AVMutableAssetTrack  
network playback

# **AVPlayerViewController on iOS**

What's new for iOS 13

# AVPlayerViewController

What's new for iOS 13

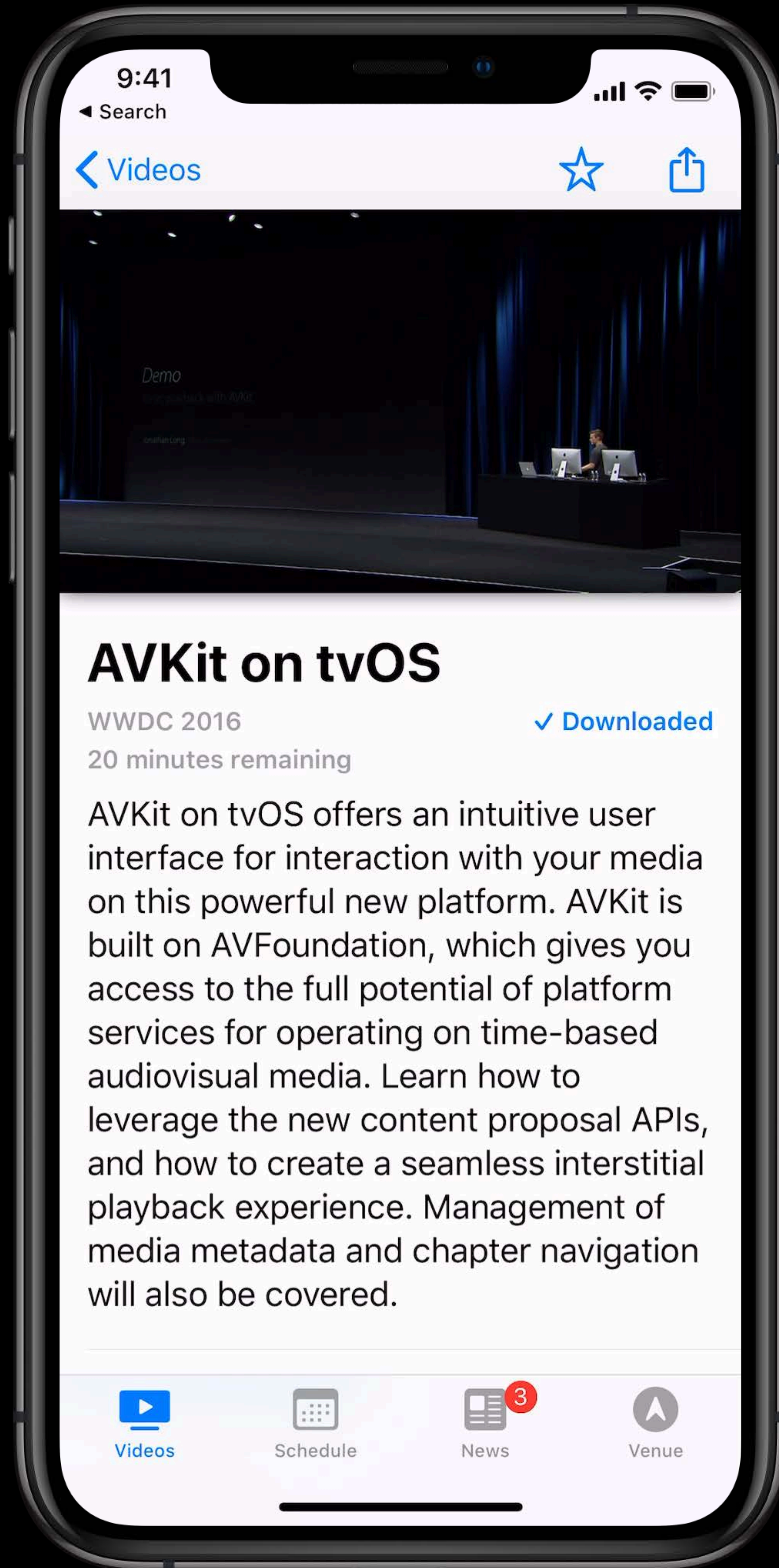
Full screen callbacks

AVPlayerViewController in iPad apps on the Mac

External metadata

Improved support for custom controls





9:41

◀ Search

◀ Videos



## AVKit on tvOS

WWDC 2016

✓ Downloaded

20 minutes remaining

AVKit on tvOS offers an intuitive user interface for interaction with your media on this powerful new platform. AVKit is built on AVFoundation, which gives you access to the full potential of platform services for operating on time-based audiovisual media. Learn how to leverage the new content proposal APIs, and how to create a seamless interstitial playback experience. Management of media metadata and chapter navigation will also be covered.



Videos



Schedule

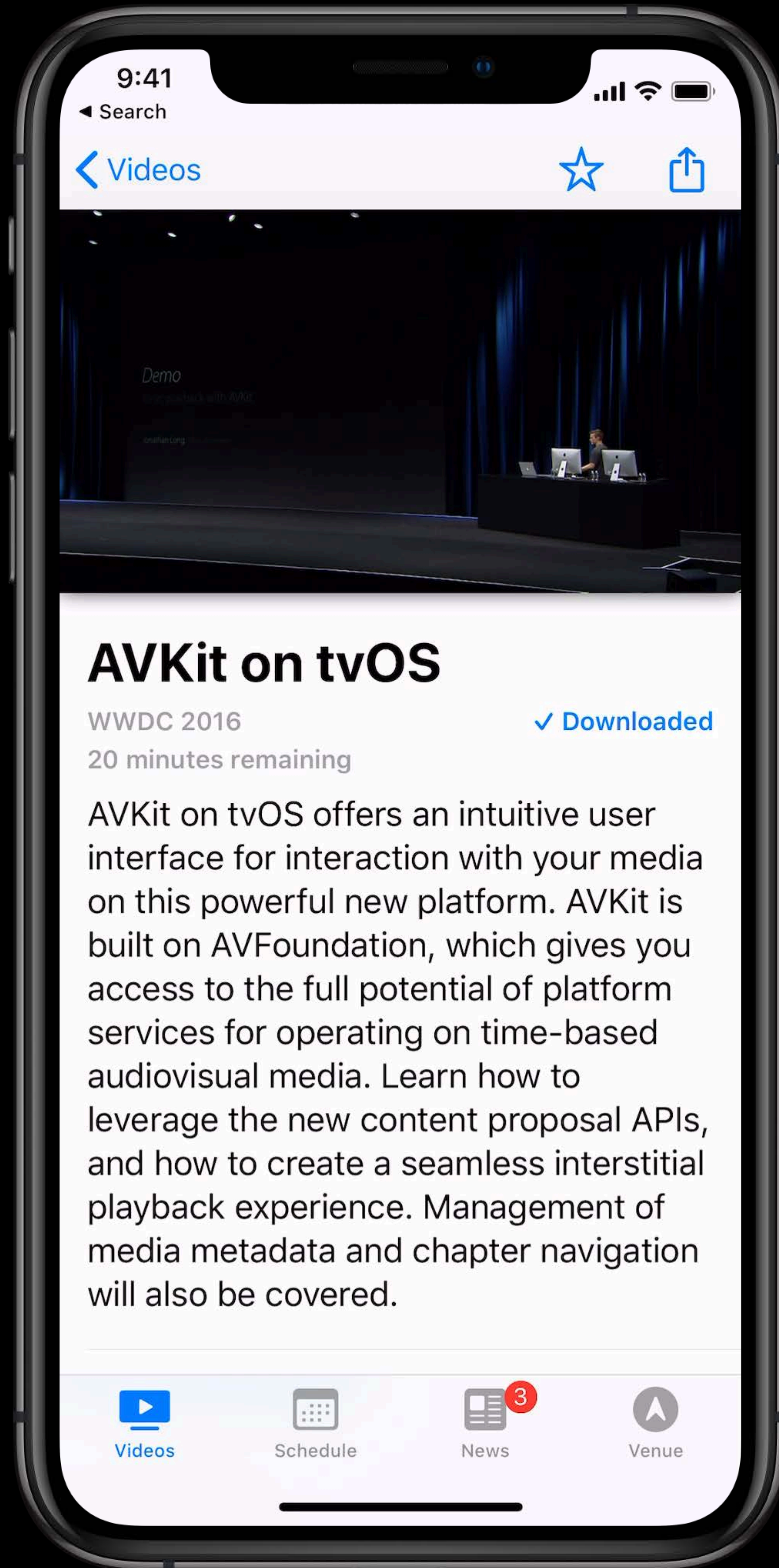


News



Venue

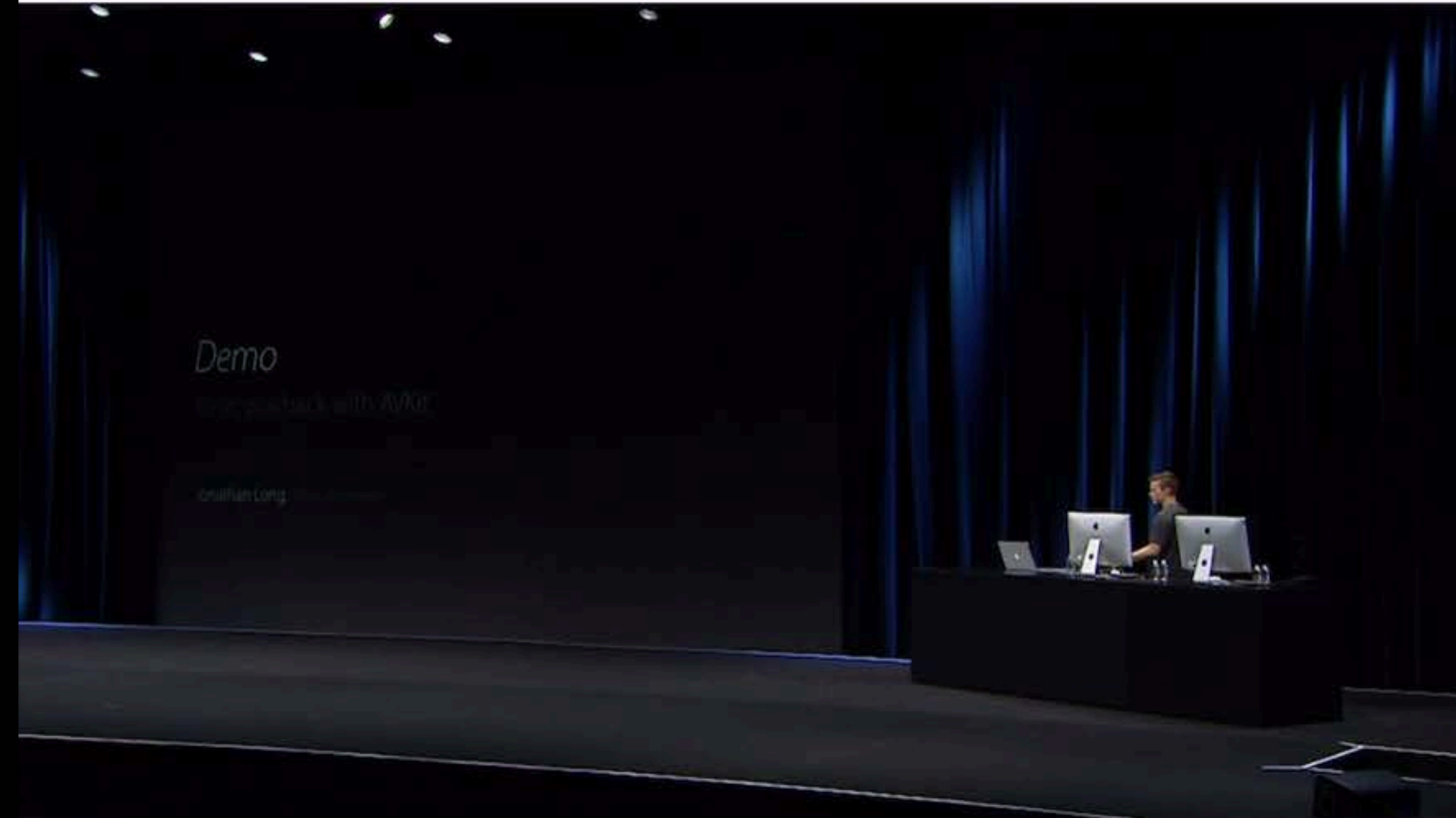




9:41

◀ Search

◀ Videos



## AVKit on tvOS

WWDC 2016

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AVKit on tvOS offers an intuitive user interface for interaction with your media on this powerful new platform. AVKit is built on AVFoundation, which gives you access to the full potential of platform services for operating on time-based audiovisual media. Learn how to leverage the new content proposal APIs, and how to create a seamless interstitial playback experience. Management of media metadata and chapter navigation will also be covered.



Videos



Schedule



News



Venue



# Full Screen Callbacks

NEW

Extends `AVPlayerViewControllerDelegate`



# Full Screen Callbacks

NEW

Extends `AVPlayerViewControllerDelegate`

Notifies delegate when beginning or ending full screen presentation

# Full Screen Callbacks

NEW

Extends `AVPlayerViewControllerDelegate`

Notifies delegate when beginning or ending full screen presentation

```
@available(iOS 12.0, *)

func playerViewController(_ playerViewController: AVPlayerViewController,
    willBeginFullScreenPresentationWithAnimationCoordinator coordinator:
    UINavigationControllerTransitionCoordinator)

func playerViewController(_ playerViewController: AVPlayerViewController,
    willEndFullScreenPresentationWithAnimationCoordinator coordinator:
    UINavigationControllerTransitionCoordinator)
```

# Full Screen Callbacks

NEW

Extends `AVPlayerViewControllerDelegate`

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func playerViewController(_ playerViewController: AVPlayerViewController,  
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    UINavigationControllerTransitionCoordinator)
```



NEW

```
// Implementing AVPlayerViewControllerDelegate's full screen callbacks

func playerViewController(
    _ playerViewController: AVPlayerViewController,
    willBeginFullScreenPresentationWithAnimationCoordinator coordinator:
    UINavigationControllerTransitionCoordinator
) {
    coordinator.animate(alongsideTransition: { (context) in
        // Add coordinated animations
    }) { (context) in
        if context.isCancelled {
            // Still embedded inline
        } else {
            // Presented full screen
            // Take strong reference to playerViewController if needed
        }
    }
}
```

NEW

```
// Implementing AVPlayerViewControllerDelegate's full screen callbacks

func playerViewController(
    _ playerViewController: AVPlayerViewController,
    willBeginFullScreenPresentationWithAnimationCoordinator coordinator:
    UINavigationControllerTransitionCoordinator
) {
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        }
    }
}
```

# Full Screen Callbacks

Retargeting dismissal animation



NEW

# Full Screen Callbacks

Retargeting dismissal animation



NEW

Keep embedded player view controller alive when full screen

- Deallocating will stop full screen playback
- Okay to be offscreen or removed from superview / parent



# Full Screen Callbacks

Retargeting dismissal animation

NEW

Keep embedded player view controller alive when full screen

- Deallocating will stop full screen playback
- Okay to be offscreen or removed from superview / parent

Use delegate to restore playerViewController or retarget animation

```
func playerViewController(
    _ playerViewController: AVPlayerViewController,
    willEndFullScreenPresentationWithAnimationCoordinator coordinator:
    UIViewControllerTransitionCoordinator
) {
    // If scrolled away, update playerViewController's layout here
}
```

# Full Screen Callbacks



Track full screen presentation state with `AVPlayerViewControllerDelegate`

- Do not rely on `viewWillAppear(_:)` and friends

Works for both embedded and full screen presentations

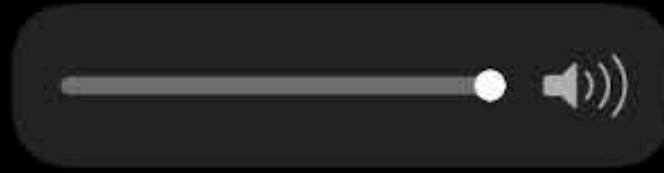
Keep embedded player view controller alive when full screen

Can retarget dismissal animation when embedding inline

# AVPlayerViewController in iPad Apps on the Mac

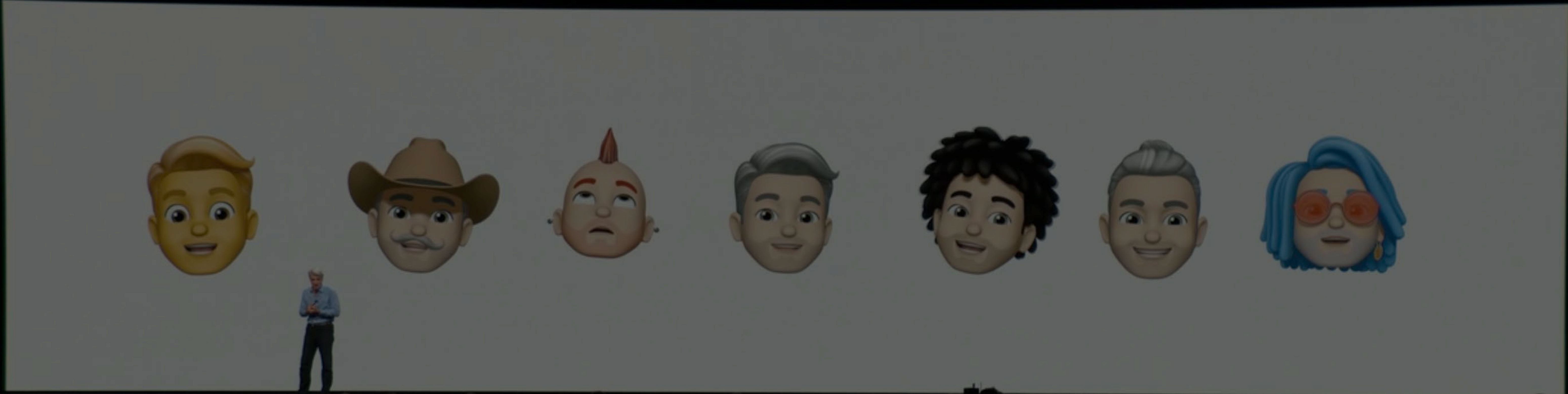
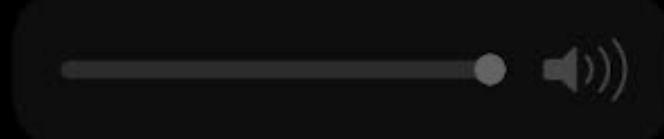
NEW





MacBook Pro





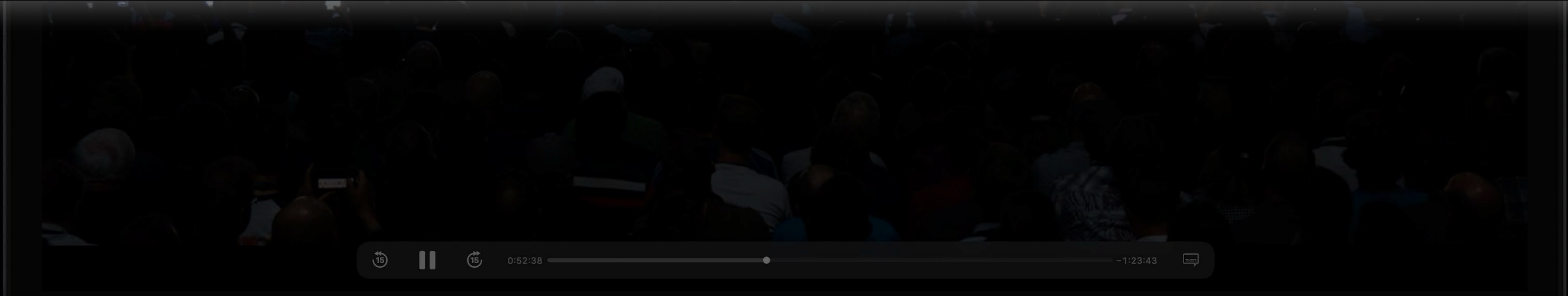
MacBook Pro





Touch Bar

esc    ||    00:52:07    [Progress Bar]    -01:24:14    [Chat]    [Back]    [Bar Chart]    [Brightness]    [Volume]    [Mute]    [Spotlight]



[Refresh]    ||    [Full Screen]    0:52:38    [Progress Bar]    -1:23:43    [Chat]

MacBook Pro





### Apple Entrepreneur Camp

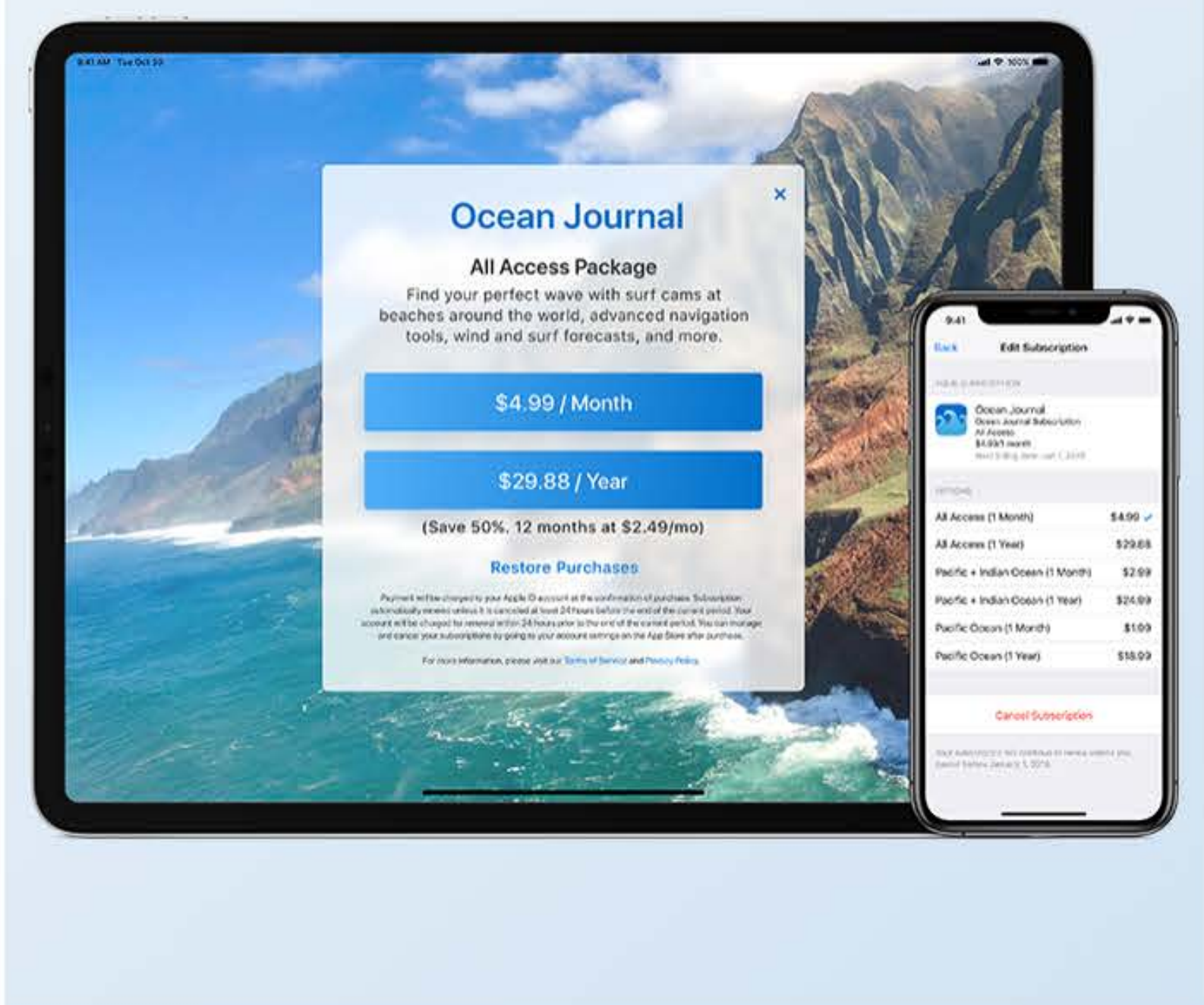
For organizations founded and led by women.



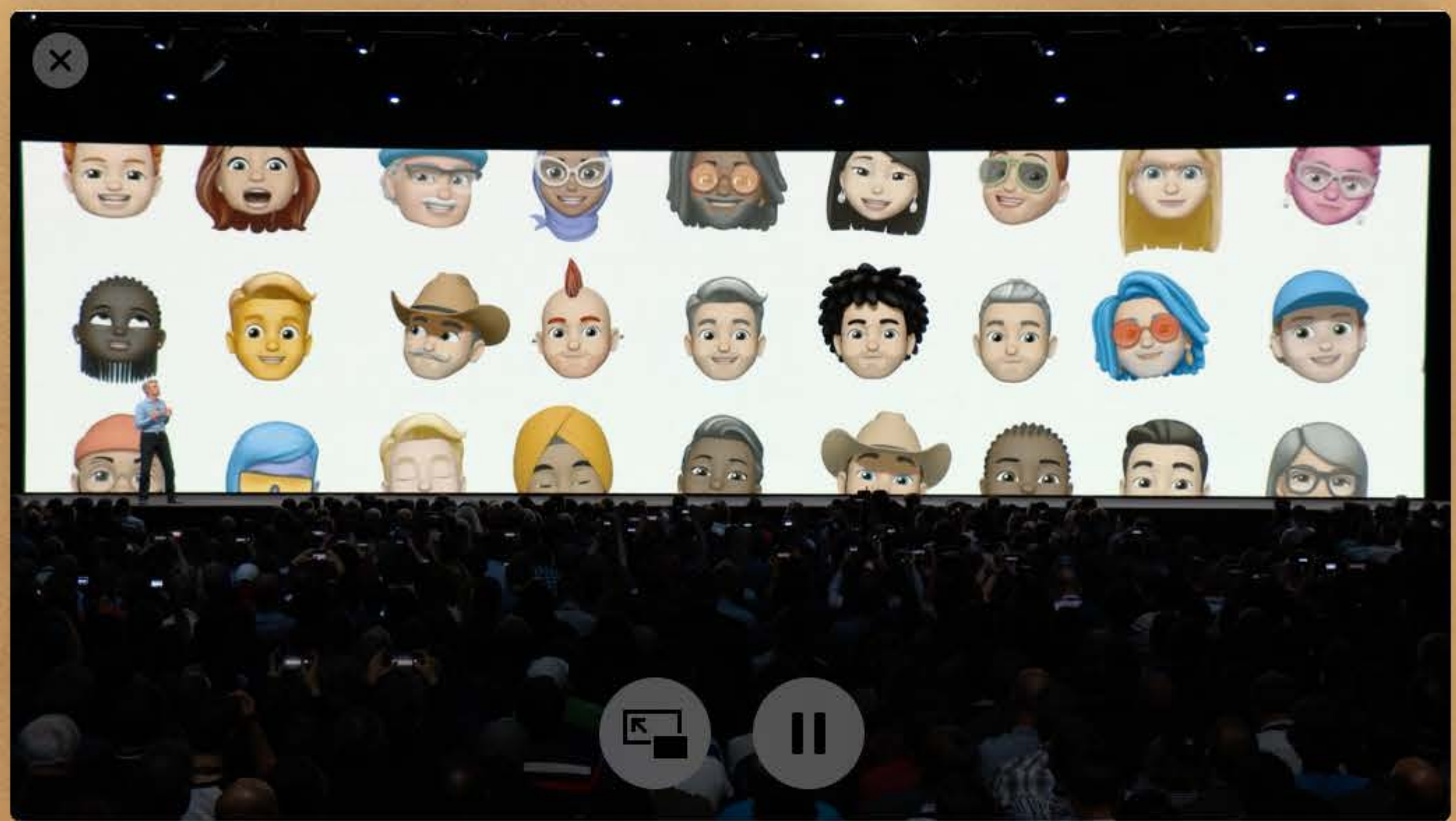
ARKit 2

### Subscriptions

Offer a seamless experience for auto-renewable subscriptions in your apps on the App Store.



Machine Learning





How many new lines of code?



0

# AVPlayerViewController in iPad Apps on the Mac

NEW

Exact same API as on iOS

Picture-in-picture support

- Includes `AVPictureInPictureController` (also for AppKit)
- And `AVPlayerView`, for AppKit-based apps

Touch Bar, keyboard, and Now Playing support

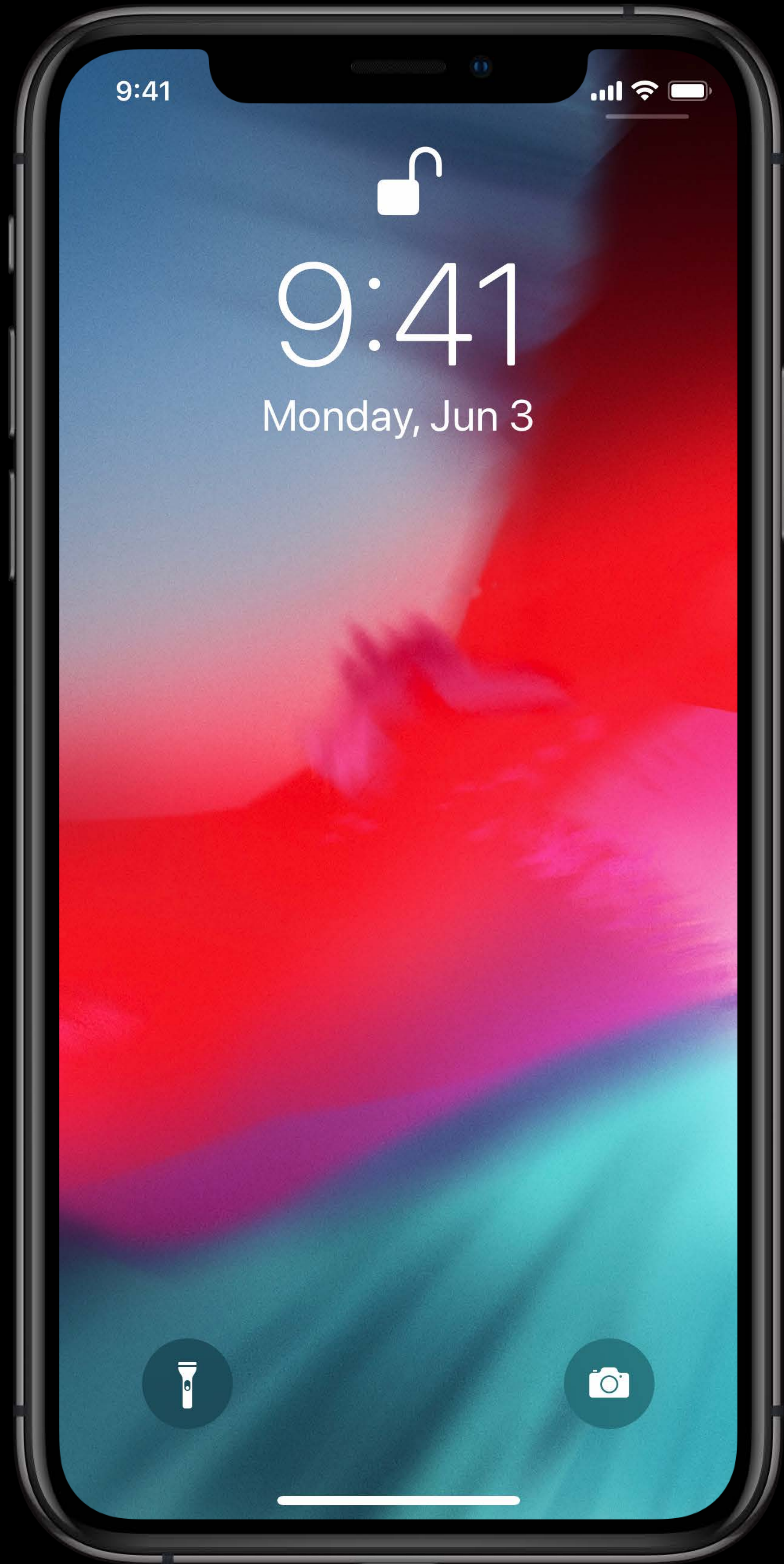
Audio and AirPlay routing

Available in macOS 10.15

# External Metadata

NEW







9:41



9:41

Monday, Jun 3



iPhone  
AVKit on tvOS



0:51 -38:15





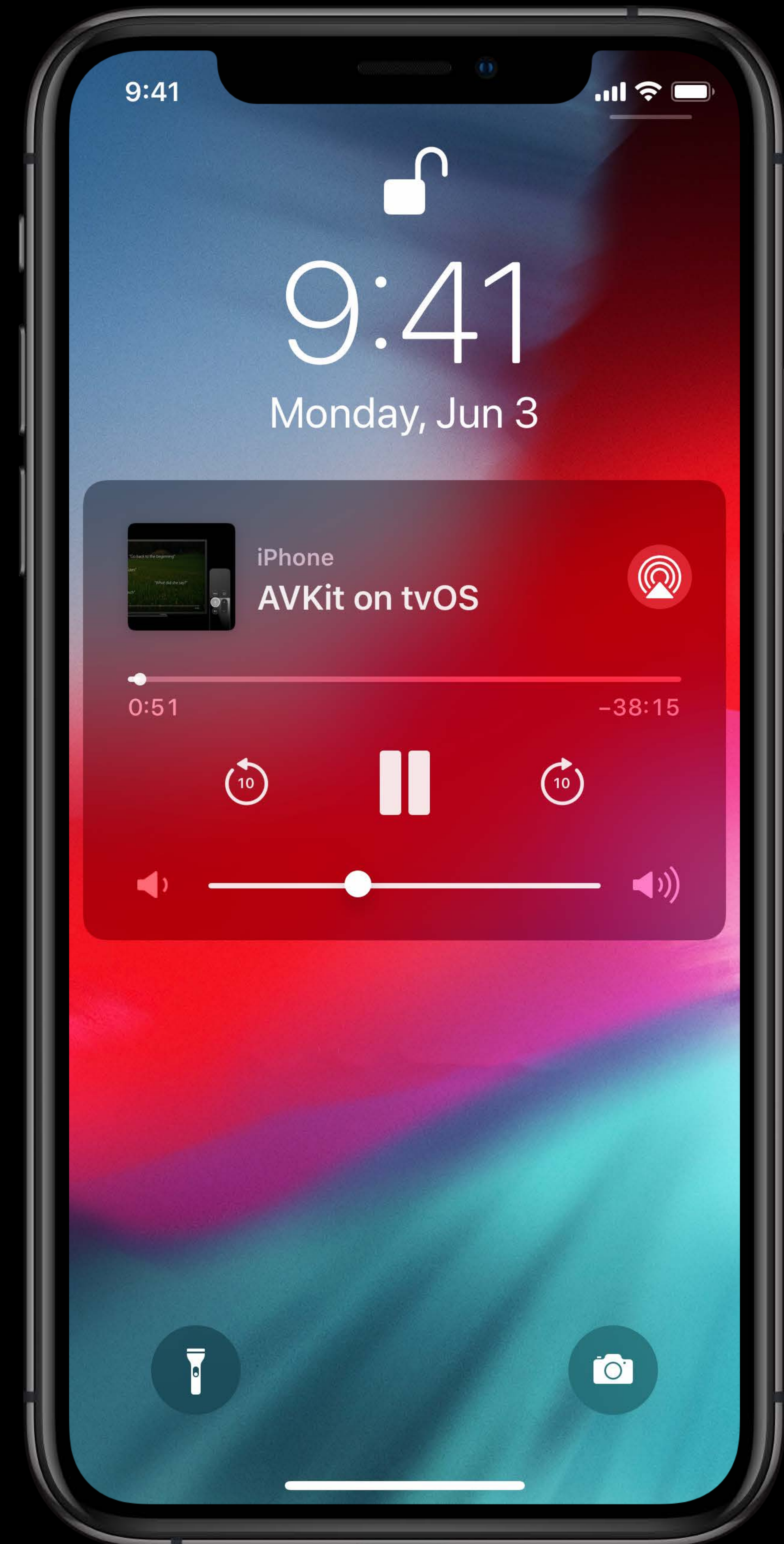
# External Metadata

Supplement missing metadata

- Title, artwork, and more

Same API as tvOS:

```
@available(iOS 12.0, *)
extension AVPlayerItem {
    open var externalMetadata: [AVMetadataItem]
}
```





# Improved Support for Custom Controls



NEW

Interactive dismissals

Landscape support for portrait-only apps

Keyboard and Touch Bar support

Now Playing management

Automatic video zoom

# Custom Playback Controls

The basics



NEW

Set `showsPlaybackControls` to `false`



# Custom Playback Controls

The basics



NEW

Set `showsPlaybackControls` to `false`

Present modally

# Custom Playback Controls

The basics



NEW

Set `showsPlaybackControls` to `false`

Present modally

Add controls to `contentOverlayView`



# Custom Playback Controls

The basics



NEW

Set `showsPlaybackControls` to `false`

Present modally

Add controls to `contentOverlayView`

For the best user experience, you should:

- Override `UIViewController` methods for status bar, home indicator
- Pass unhandled touches through your view
- Let `AVKit` handle double-tap for video zoom

# What's New



NEW

Full screen callbacks

AVPlayerViewController in iPad apps for the Mac

- Plus picture-in-picture support for AppKit-based apps

External metadata

Improved support for custom controls



# **AVPlayerViewController on iOS**

Best practices

# AVPlayerViewController on iOS: Best Practices

Showing full screen

Embedding inline

Picture-in-picture



# Showing Full Screen

Covers `UIWindowScene` coordinate space

# Showing Full Screen

Covers `UIWindowScene` coordinate space

Use cases:

- Splash screen
- Full screen playback



# Splash Screen

## Requirements

Underneath your UI

No interactive playback controls

No need to hide status bar or home indicator

Possibly looping

Video should always fill screen

For video with alpha, custom background color

Audio is secondary

# Splash Screen

## UIViewController containment API



### Add as child:

```
parent.addChild(playerViewController)
parent.view.addSubview(playerViewController.view) // Or other UIView insertion API
// Enable auto layout and set up constraints
playerViewController.didMove(toParent: parent)
```

### Remove from parent:

```
playerViewController.willMove(toParent: nil)
playerViewController.view.removeFromSuperview()
playerViewController.removeFromParent()
```



# Splash Screen

Configure AVPlayerViewController



Disable playback controls:

```
playerViewController.showsPlaybackControls = false
```

Make video fill entire screen:

```
playerViewController.videoGravity = .resizeAspectFill
```

Set background color (if needed):

```
playerViewController.view.backgroundColor = .clear // Or any other UIColor
```

# Splash Screen

AVFoundation best practices



Disable `AVPlayer.allowsExternalPlayback`

# Splash Screen

AVFoundation best practices



Disable `AVPlayer.allowsExternalPlayback`

Configure `AVAudioSession` for secondary media playback

- Use `.ambient` category



# Splash Screen

AVFoundation best practices



Disable `AVPlayer.allowsExternalPlayback`

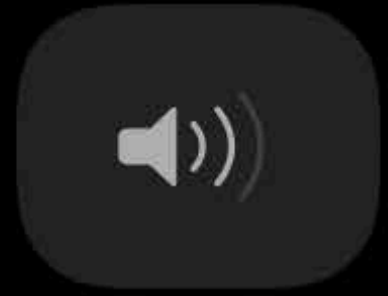
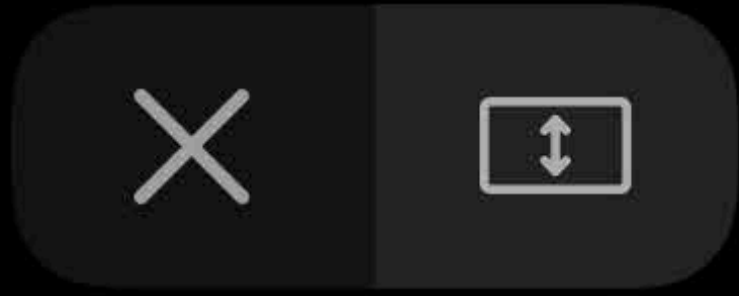
Configure `AVAudioSession` for secondary media playback

- Use `.ambient` category

Observe `AVAudioSession.silenceSecondaryAudioHintNotification`

- Honor `AVAudioSession.secondaryAudioShouldBeSilencedHint`

9:41

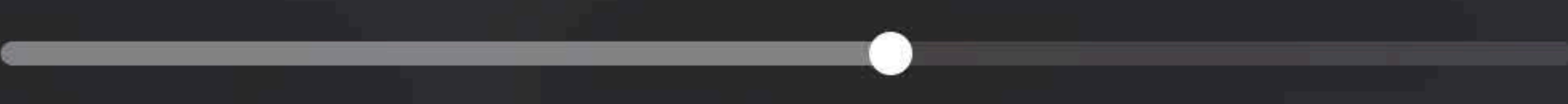


1:18:55 - 1:00:10





1:18:55



-1:00:10

























# Full Screen Playback

AVPlayerViewController best practices

Captions

Hide Status Bar **White Point**

**Landscape**

Home Indicator **Device-aware video zoom**

Dark Mode Touch Bar

**Adaptive**

Accessibility

Wireless Routing

Now Playing

Animated Mute

External Playback

**Keyboard**

Interactive dismissals

**Subtitles**

Full Screen Control Center

**Picture-in-picture**

Volume

**Rotate**

Loading Indicator

Media Selection



```
// Media Playback with AVPlayerViewController on iOS and tvOS

import AVKit

// 1a) Create an AVPlayer
let player = AVPlayer(url: "https://my.example/video.m3u8")

// 1b) Add external metadata if needed
player.currentItem?.externalMetadata = // Array of [AVMetadataItem]

// 2) Create an AVPlayerViewController
let playerViewController = AVPlayerViewController()
playerViewController.player = player

// 3) Show it
present(playerViewController, animated: true)
```



# Full Screen Playback

AVPlayerViewController best practices



Present modally

# Full Screen Playback

AVPlayerViewController best practices



Present modally

Use the default `modalPresentationStyle`



# Full Screen Playback

AVPlayerViewController best practices



Present modally

Use the default `modalPresentationStyle`

Do not set `AVPlayerViewController.videoGravity`

# Full Screen Playback

AVPlayerViewController best practices



Present modally

Use the default `modalPresentationStyle`

Do not set `AVPlayerViewController.videoGravity`

Use `AVPlayerViewControllerDelegate` to track full screen presentation state

- Do not rely on `viewWillAppear(_:)` and friends



# Full Screen Playback

AVFoundation best practices



Set up `AVPlayerItem` before buffering

- Set `AVPlayer.rate` for setting item

# Full Screen Playback

## AVFoundation best practices



Set up `AVPlayerItem` before buffering

- Set `AVPlayer.rate` for setting item

Observe `AVPlayer.status` and `AVPlayerItem.status`

- Don't begin playback until status is `.readyToPlay`
- Check `error` property when status is `.failed`
  - Rebuild AVFoundation objects if `.mediaServicesWereReset`



# Full Screen Playback

## AVFoundation best practices



Set up `AVPlayerItem` before buffering

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Enable `AVPlayer.usesExternalPlaybackWhileExternalScreenIsActive`

# Full Screen Playback

AVFoundation best practices



Set up `AVPlayerItem` before buffering

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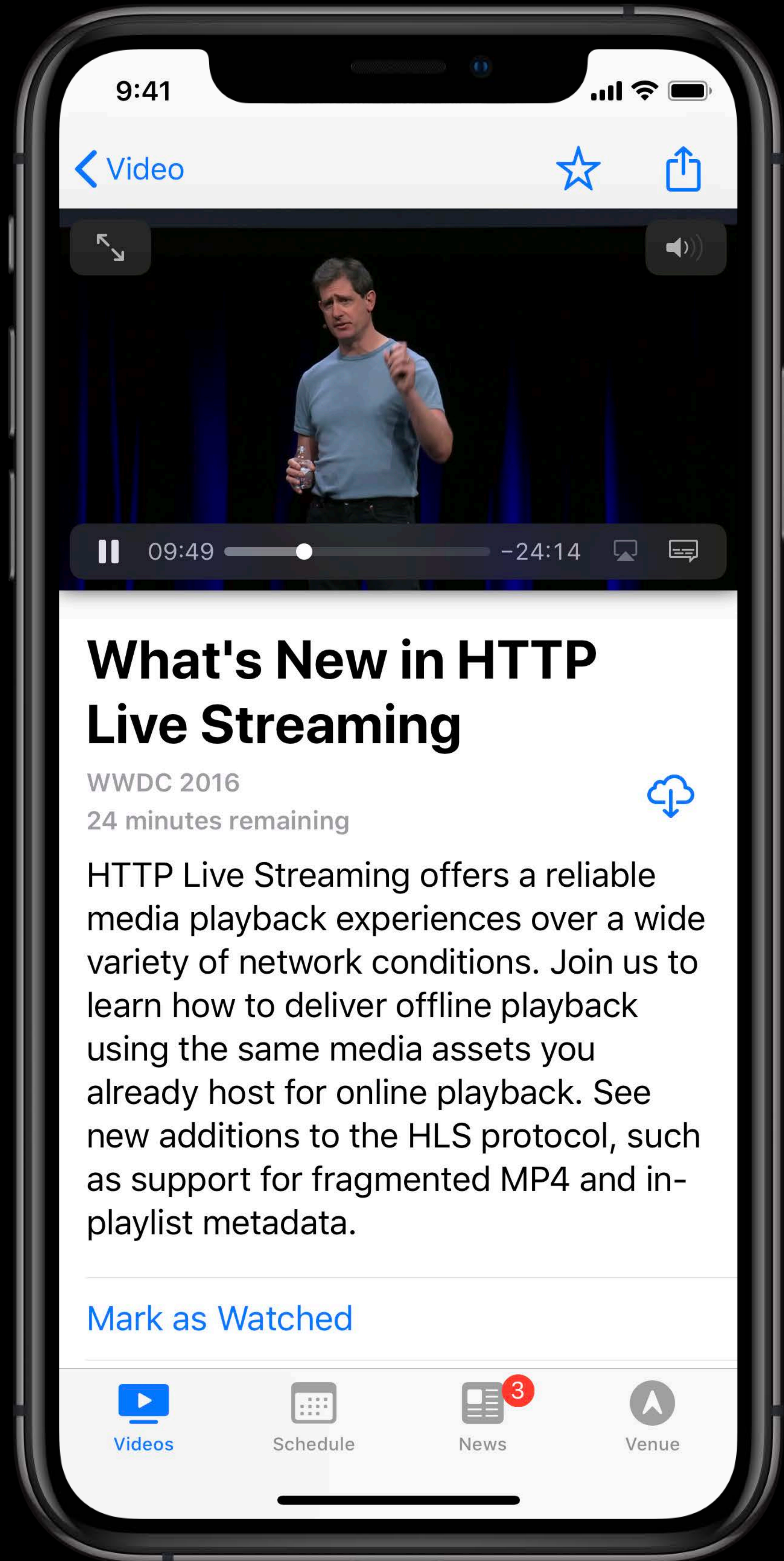
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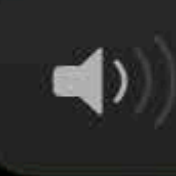
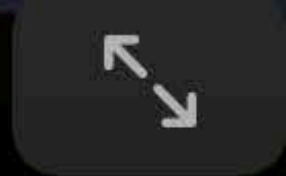



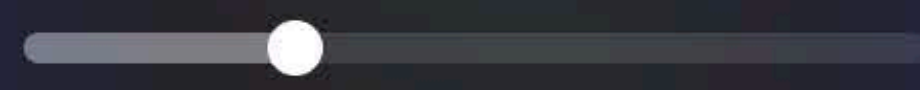



9:41



< Video




 09:49
 
 -24:14
 


## What's New in HTTP Live Streaming

WWDC 2016

24 minutes remaining



HTTP Live Streaming offers a reliable media playback experiences over a wide variety of network conditions. Join us to learn how to deliver offline playback using the same media assets you already host for online playback. See new additions to the HLS protocol, such as support for fragmented MP4 and in-playlist metadata.

[Mark as Watched](#)



Videos



Schedule



News



Venue

# Embedding AVPlayerViewController Inline

Best practices



Be prepared to begin and end full screen playback

- Track state using `AVPlayerViewControllerDelegate`
- Keep strong reference to embedded `AVPlayerViewController` when full screen
- Retarget dismissal animations when ending full screen presentation



# Embedding AVPlayerViewController Inline

Best practices



Be prepared to begin and end full screen playback

- Track state using `AVPlayerViewControllerDelegate`
- Keep strong reference to embedded `AVPlayerViewController` when full screen
- Retarget dismissal animations when ending full screen presentation

Leave `modalPresentationStyle` as `.fullScreen`

# Embedding AVPlayerViewController Inline

Best practices



Can style embedded content without impacting full screen:

```
videoGravity
```

```
view.layer.cornerRadius, cornerCurve, and maskedCorners
```

```
view.backgroundColor
```



# Embedding AVPlayerViewController Inline

Best practices



Can style embedded content without impacting full screen:

```
videoGravity
```

```
view.layer.cornerRadius, cornerCurve, and maskedCorners
```

```
view.backgroundColor
```

For automatically entering and exiting full screen:

```
entersFullScreenWhenPlaybackBegins
```

```
exitsFullScreenWhenPlaybackEnds
```

# Embedding AVPlayerViewController Inline

Best practices



Can style embedded content without impacting full screen:

```
videoGravity
```

```
view.layer.cornerRadius, cornerCurve, and maskedCorners
```

```
view.backgroundColor
```

For automatically entering and exiting full screen:

```
entersFullScreenWhenPlaybackBegins
```

```
exitsFullScreenWhenPlaybackEnds
```

Adopt UIViewController containment API



# Embedding AVPlayerViewController Inline

UIViewController containment API



Add as child:

```
parent.addChild(playerViewController)
containerView.addSubview(playerViewController.view) // Don't put views on top
// Enable auto layout and set up constraints
playerViewController.didMove(toParent: parent)
```

Remove from parent:

```
playerViewController.willMove(toParent: nil)
playerViewController.view.removeFromSuperview()
playerViewController.removeFromParent()
```

# Embedding AVPlayerViewController Inline

Showing poster images



Use `.contentOverlayView`

- Okay to use before setting player or player item



# Embedding AVPlayerViewController Inline

Showing poster images



Use `.contentOverlayView`

- Okay to use before setting player or player item

Observe `.isReadyForDisplay`

- Returns `true` when first frame is ready

# Embedding AVPlayerViewController Inline

Showing poster images



Use `.contentOverlayView`

- Okay to use before setting player or player item

Observe `.isReadyForDisplay`

- Returns `true` when first frame is ready

```
let token = pvc.observe(\.isReadyForDisplay, options: [.initial]) {
    [weak self] observed, _ in
    if observed.isReadyForDisplay {
        // Hide any poster frame or placeholder
    }
}
```

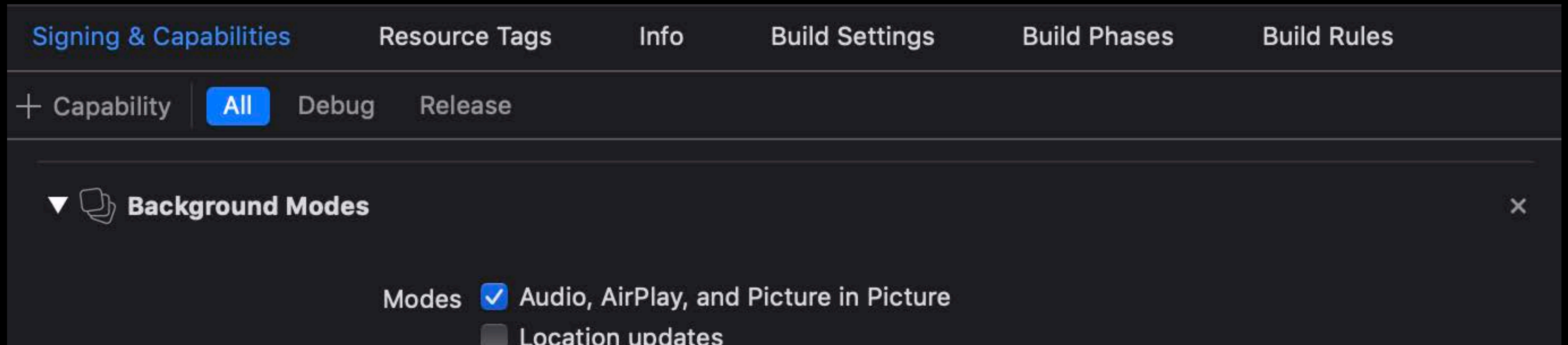


# Picture-in-picture

Configuring your app

Configure `AVAudioSession` for `.playback`

Add background audio mode entitlement in Xcode



# Picture-in-picture

Continue playing when entering background



Don't pause playback when entering background

- Picture-in-picture may be starting!



# Picture-in-picture

Continue playing when entering background



Don't pause playback when entering background

- Picture-in-picture may be starting!

If you must pause, wait until in background

- Only if picture-in-picture hasn't started
- Pre-iOS 13: `UIApplicationStateBackground`
- iOS 13 and later: `UISceneActivationStateBackground`

# Picture-in-picture

AVPlayerViewController best practices



Track state using `AVPlayerViewControllerDelegate`



# Picture-in-picture

AVPlayerViewController best practices



Track state using `AVPlayerViewControllerDelegate`

Application can stop picture-in-picture

- Toggle `AVPlayerViewController.allowsPictureInPicturePlayback`

# Picture-in-picture

AVPlayerViewController best practices



Track state using `AVPlayerViewControllerDelegate`

Application can stop picture-in-picture

- Toggle `AVPlayerViewController.allowsPictureInPicturePlayback`

Be prepared for dismissal when starting

- AVKit prevents deallocation while active



# Picture-in-picture

AVPlayerViewController best practices



Track state using `AVPlayerViewControllerDelegate`

Application can stop picture-in-picture

- Toggle `AVPlayerViewController.allowsPictureInPicturePlayback`

Be prepared for dismissal when starting

- AVKit prevents deallocation while active

Always restore user interface when requested by user



```
// Restoring from picture-in-picture using AVPlayerViewControllerDelegate

func playerViewController(
    _ playerViewController: AVPlayerViewController,
    restoreUserInterfaceForPictureInPictureStopWithCompletionHandler completionHandler:
@escaping (Bool) -> Void
) {
    presentingViewController.present(playerViewController, animated: true) {
        // Must invoke completionHandler
        completionHandler(true)
    }
}
```

# AVPlayerViewController on iOS

Best practices

Sample code

- [developer.apple.com/wwdc19/503](https://developer.apple.com/wwdc19/503)



# **AVPlayerViewController: What's New for tvOS**

Dan Wright, AVKit Engineer

# What AVPlayerViewController Provides on tvOS

Full screen interactive playback

Provides standard controls for navigation

Supports a wide variety of remote controllers

Updates Now Playing information

Interstitials

Content proposals

# What's New in AVKit for tvOS 13

Updated appearance and fine-precision scrubbing (12.3)

Custom interactive overlays

Live broadcast channel-flipping

Parental content restriction enforcement



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# What's New in AVKit for tvOS 13

Updated appearance and fine-precision scrubbing (12.3)

Custom interactive overlays

Live broadcast channel-flipping

Parental content restriction enforcement

# Custom Overlays

NEW

Normally hidden

# Custom Overlays

NEW

Normally hidden

On-screen hint guides the user



# Custom Overlays

NEW

Normally hidden

On-screen hint guides the user

Revealed when the user swipes up

# Custom Overlays

NEW

Normally hidden

On-screen hint guides the user

Revealed when the user swipes up

Fully interactive

# Custom Overlays



NEW

Normally hidden

On-screen hint guides the user

Revealed when the user swipes up

Fully interactive

Defined by your view controller



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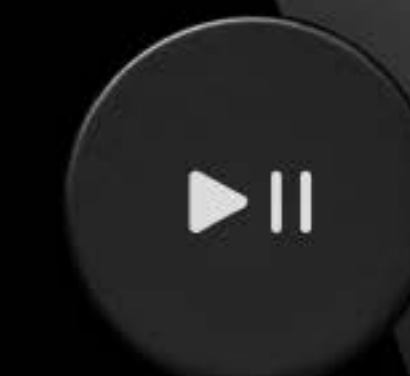
Use `contentOverlayView` for persistent, non-interactive elements



Bib Bop  
Theatrical Version

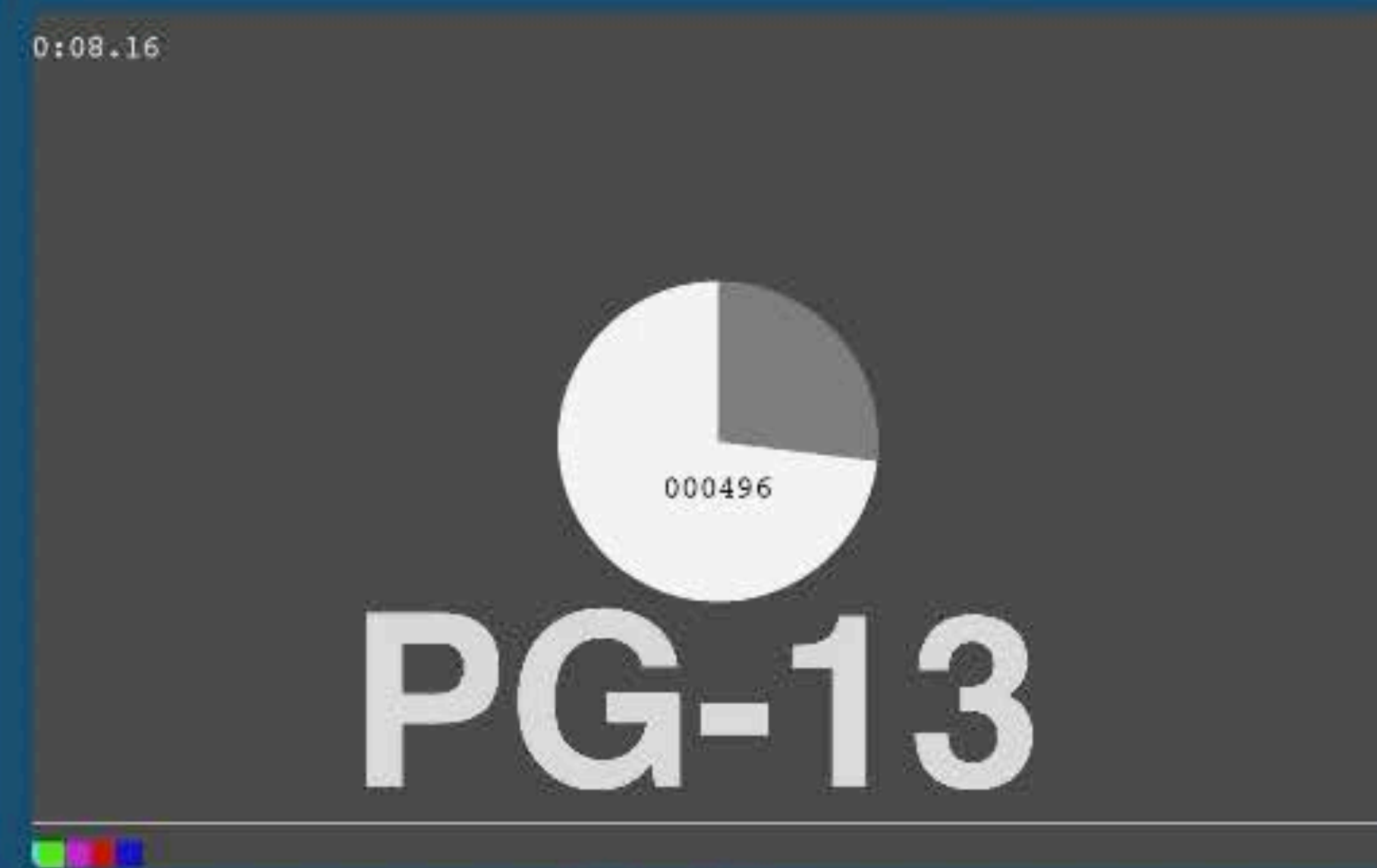


Bip Bop  
Director's Cut

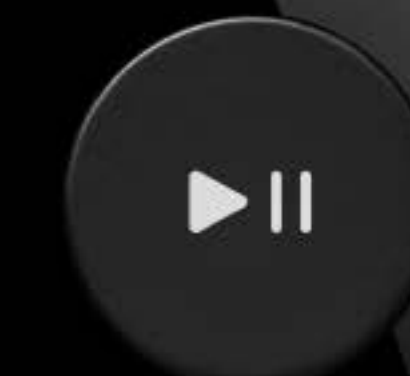




Bib Bop  
Theatrical Version



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Director's Cut





# Custom Interactive Overlay

NEW

Set the `customOverlayViewController` property of the player view controller

```
let customInteractiveVideoOverlay = UIViewController(nibName: "CustomInteractiveVideoOverlay",
                                                    bundle: nil)

newPlayerViewController.customOverlayViewController = customInteractiveVideoOverlay
```

# What's New in AVKit for tvOS 13

Updated appearance and fine-precision scrubbing (12.3)

Custom interactive overlays

Live broadcast channel-flipping

Parental content restriction enforcement

# Channel Flipping



For live streams



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NEW

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Swipe horizontally for next/previous channels

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Swipe horizontally for next/previous channels

Channel interstitial screen describes a channel while it loads





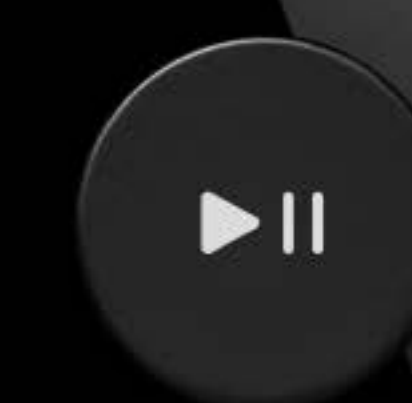
#WWDC16

# AVKit for tvOS

Interactive video playback

Dan Wright

MENU







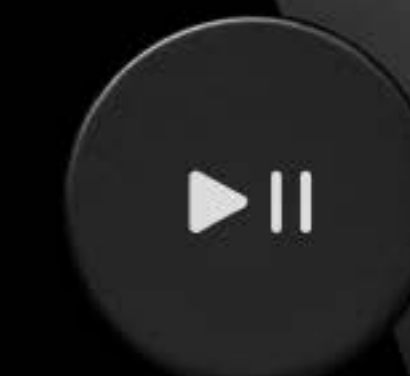
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MENU







NEW

```
// Extending the delegate to supporting channel-flipping:

    func playerViewController(_ playerViewController: AVPlayerViewController,
skipToNextChannel completion: @escaping (Bool) -> Void) {
    // Load content for the new channel, and update the playerViewController.
    if let url = URL(string: "https://example.com/videos/a_channel/master.m3u8") {
        let playerItem = AVPlayerItem(url: url)
        playerViewController.player?.replaceCurrentItem(with: playerItem)
        completion(true) // Indicate successful completion.
    } else {
        completion(false) // Indicate failure.
    }
}

    func playerViewController(_ playerViewController: AVPlayerViewController,
skipToPreviousChannel completion: @escaping (Bool) -> Void) { }
```

NEW

```
// Extending the delegate to supporting channel-flipping:
```

```
func nextChannelInterstitialViewController(for playerViewController: AVPlayerViewController) -  
> UIViewController {  
    let channelInterstice = MyChannelInterstitialViewController()  
    // Update channelInterstice with information about next channel before returning!  
    return channelInterstice  
}
```

```
func previousChannelInterstitialViewController(for playerViewController:  
AVPlayerViewController) -> UIViewController {  
    // Similar to above, except for previous channel.  
}
```



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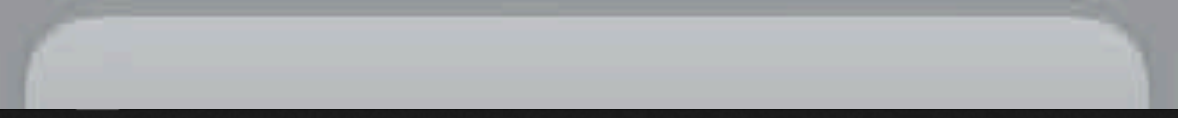
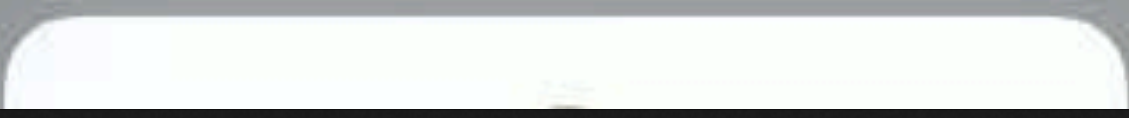
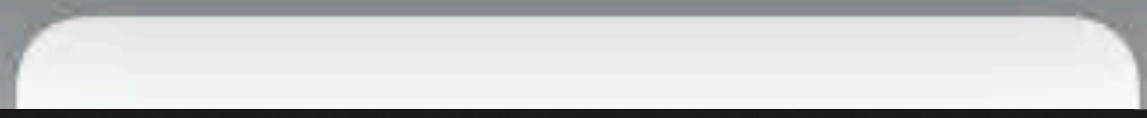
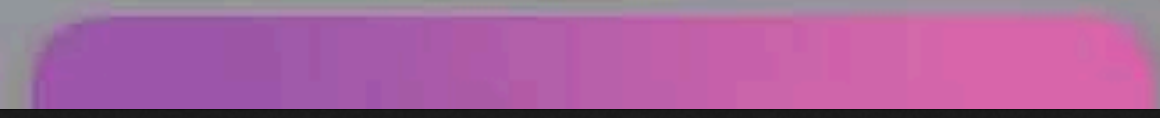
Demo



Apple tv



movies  
iTunes







Demo



Apple tv



movies  
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# Parental Content Restrictions

NEW

Specify the media content rating

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Provide the rating at the start

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Failure dismisses player view controller

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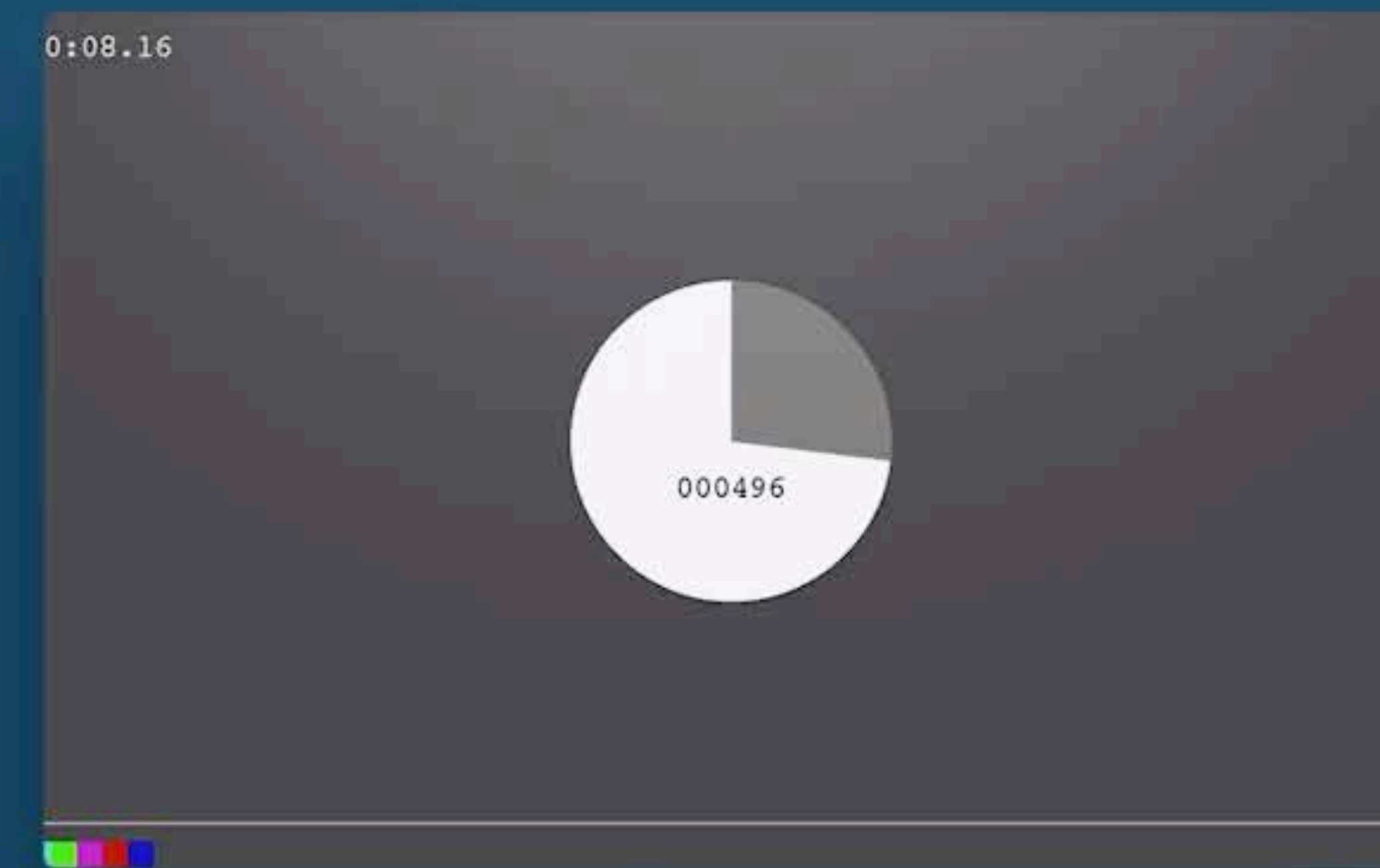
Failure dismisses player view controller

Custom playback user interfaces can also request access to restricted content





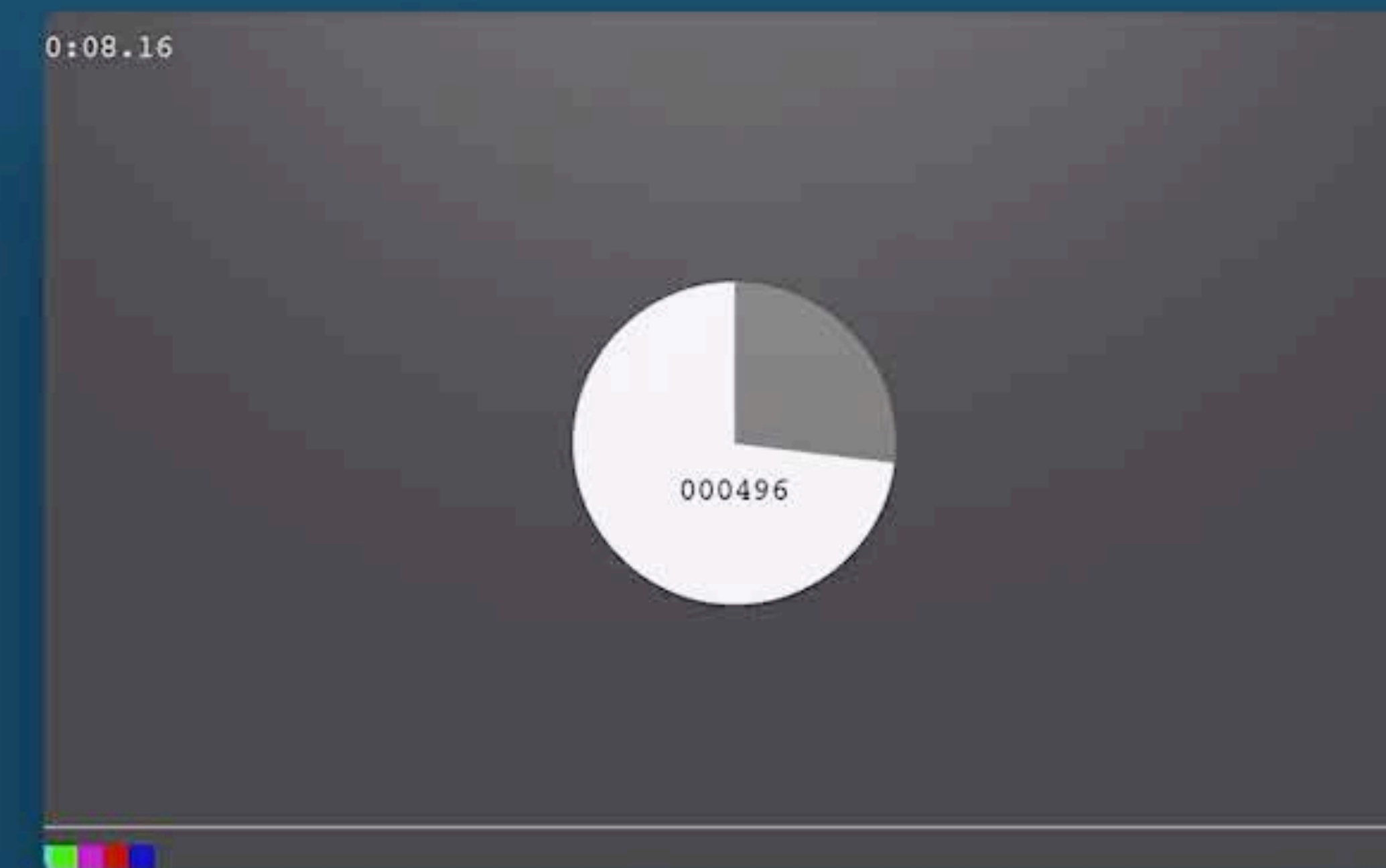
AVKit for tvOS  
WWDC 2016



Bip Bop  
HLS Sample



AVKit for tvOS  
WWDC 2016



Bip Bop  
HLS Sample

NEW

```
// Providing media content rating metadata

func metadataItemForMediaContentRating(_ rating: String) -> AVMetadataItem {
    let metadataItem = AVMutableMetadataItem()
    metadataItem.value = value as NSString
    metadataItem.extendedLanguageTag = "und"
    metadataItem.identifier = .iTunesMetadataContentRating
    return metadataItem
}

let playerItem = AVPlayerItem(url: url)
// World-wide content ratings may be used; the user's rating region will be preferred.
playerItem.externalMetadata = [metadataItemForMediaContentRating("PG-13"), ...]
```



NEW

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NEW

```
// Using requestPlaybackRestrictionsAuthorization

playerItem?.requestPlaybackRestrictionsAuthorization({ (success, error) in
    if success {
        // If the request succeeded, hand over the player and start playback.
        // (You may wish to wait to do this until the player status is .ReadyToPlay)
        playerViewController?.player = player
        player?.rate = 1.0
    } else {
        // If the request failed, immediately dismiss our view controller.
    }
})
```



***Demo***

# Best Practices on tvOS

Controls revealed by swipe-up? Use a custom overlay instead

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Use the delegate dismissal notifications rather than a `UITapGestureRecognizer`



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Controls revealed by swipe-up? Use a custom overlay instead

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Provide media content ratings

Test with parental content restrictions enabled



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Support parental content restrictions



# More Information

[developer.apple.com/wwdc19/503](https://developer.apple.com/wwdc19/503)

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AVKit Lab

Thursday, 2:00

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AVFoundation Lab

Thursday, 4:00

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