QTCaptureDeviceInput Class Reference

QuickTime > Cocoa

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QTCaptureDeviceInput Class Reference

Inherits from	QTCaptureInput : NSObject
Conforms to	NSObject (NSObject)
Framework	/System/Library/Frameworks/QTKit.framework
Availability	Available in QuickTime 7.2.1 and later.
Declared in	QTCaptureDeviceInput.h
Related sample code	LiveVideoMixer3 QT Capture Widget QTRecorder

Overview

This class represents the input source for media devices, such as cameras and microphones. Instances of `QTCaptureDeviceInput` are input sources for `QTCaptureSession` that provide media data from devices connected to the computer. Devices used with `QTCaptureDeviceInput` can be found using the `QTCaptureDevice` class. A `QTCaptureDevice` must be successfully opened using the `open:` method before being used in a `QTCaptureDeviceInput`.

Tasks

Capturing Device Input

`- device` (page 6)
Returns the device associated with the receiver.

`- initWithDevice:` (page 6)
Returns an instance of `QTCaptureDeviceInput` associated with the given device.

`+ deviceInputWithDevice:` (page 6)
Returns an autoreleased instance of `QTCaptureDeviceInput` associated with the given device.

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Class Methods

deviceInputWithDevice:

Returns an autoreleased instance of `QTCaptureDeviceInput` associated with the given device.

```
+ (id)deviceInputWithDevice:(QTCaptureDevice *)device
```

Parameters

device

A `QTCaptureDevice` for the device to be associated with the receiver. The device must have been previously opened using the `open:` method or this method will throw an NSInvalidArgumentException.

Return Value

A `QTCaptureDeviceInput` instance associated with the device.

Availability

Mac OS X v10.5 and later.

Related Sample Code

LiveVideoMixer3

Declared In

`QTCaptureDeviceInput.h`

Instance Methods

device

Returns the device associated with the receiver.

```
- (QTCaptureDevice *)device
```

Return Value

If there is a device associated with the receiver, returns a corresponding instance of `QTCaptureDevice`. Otherwise returns `NIL`.

Availability

Mac OS X v10.5 and later.

Declared In

`QTCaptureDeviceInput.h`

initWithDevice:

Returns an instance of `QTCaptureDeviceInput` associated with the given device.

```
- (id)initWithDevice:(QTCaptureDevice *)device
```


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Parameters

device

A `QTCaptureDevice` object for the device to be associated with the receiver. The device must have been previously opened using the `open:` method, or else this method will throw an NSInvalidArgumentException.

Return Value

A `QTCaptureDeviceInput` instance associated with the device.

Availability

Mac OS X v10.5 and later.

Declared In

`QTCaptureDeviceInput.h`

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Document Revision History

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

Date	Notes
2009-04-08	Minor fixes.
2009-03-04	Fixed class method declaration.
2007-07-19	Added information about creating the device input; removed setDevice: method.
2006-08-07	New document that describes the Objective-C class for the input source for media devices, such as cameras and microphones.

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D

`device` instance method 6
`deviceInputWithDevice:` class method 6

I

`initWithDevice:` instance method 6

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