# QTCaptureLayer Class Reference

QuickTime > Cocoa



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## QTCaptureLayer Class Reference

Inherits fromCALayer : NSObjectConforms toNSCoding (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. Note that this class requires rendering using visual contexts.

## **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
2009-04-06	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** 

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