
QTCaptureInput Class Reference

[QuickTime](#) > [Cocoa](#)



2009-04-08



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QTCaptureInput Class Reference

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

Overview

This class provides input source connections for a `QTCaptureSession`. `QTCaptureInput` is an abstract class that provides an interface for connecting capture input sources, such as cameras, to a `QTCaptureSession`. An input source can have multiple connections. For instance, many cameras output both audio and video streams. Each connection owned by a `QTCaptureInput` instance is described by a `QTCaptureConnection`.

Tasks

Capturing Input

- [connections](#) (page 5)

Returns an array of connections owned by the receiver.

Instance Methods

connections

Returns an array of connections owned by the receiver.

- (NSArray *)connections

Return Value

An NSArray of `QTCaptureConnection` instances.

Discussion

For each connection owned by the receiver, this method returns a `QTCaptureConnection` object describing the media type, format, and other attributes of the connection.

Availability

Mac OS X v10.5 and later.

Declared In

`QTCaptureInput.h`

Document Revision History

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

Date	Notes
2009-04-08	Minor technical fixes.
2007-07-19	Updated to reflect terminology change from channel to input source connections and usage of single instance method rather than multiple channel methods.
2006-08-07	New document that describes the Objective-C class that provides input source channels.

REVISION HISTORY

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