# **AVAudioRecorder Class Reference**

Audio & Video: Audio



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# **Contents**

### **AVAudioRecorder Class Reference** 5

```
Overview 5
Tasks 5
  Initializing an AVAudioRecorder Object 5
  Configuring and Controlling Recording 6
  Managing Information About a Recording 6
  Using Audio Level Metering 6
Properties 6
  currentTime 7
  delegate 7
  meteringEnabled 7
  recording 7
  settings 8
  url 8
Instance Methods 8
  averagePowerForChannel: 8
  deleteRecording 9
  initWithURL:settings:error: 9
  pause 10
  peakPowerForChannel: 10
  prepareToRecord 11
  record 11
  recordForDuration: 12
  stop 12
  updateMeters 12
```

## **Document Revision History 15**

# **AVAudioRecorder Class Reference**

Inherits from NSObject

Conforms to NSObject (NSObject)

Framework /System/Library/Frameworks/AVFoundation.framework

**Availability** Available in iOS 3.0 and later.

**Declared in** AVAudioRecorder.h

# Overview

An instance of the AVAudioRecorder class, called an audio recorder, provides audio recording capability in your application. Using an audio recorder you can:

- Record until the user stops the recording
- Record for a specified duration
- Pause and resume a recording
- Obtain input audio-level data that you can use to provide level metering

You can implement a delegate object for an audio recorder to respond to audio interruptions and audio decoding errors, and to the completion of a recording.

To configure a recording, including options such as bit depth, bit rate, and sample rate conversion quality, configure the audio recorder's settings (page 8) dictionary. Use the settings keys described in AV Foundation Audio Settings Constants.

To configure an appropriate audio session for recording, refer to AVAudioSession Class Reference and AVAudioSessionDelegate Protocol Reference.

# **Tasks**

# Initializing an AVAudioRecorder Object

initWithURL:settings:error: (page 9)
 Initializes and returns an audio recorder.

# Configuring and Controlling Recording

```
prepareToRecord (page 11)
```

Creates an audio file and prepares the system for recording.

- record (page 11)

Starts or resumes recording.

- recordForDuration: (page 12)

Records for a specified duration of time.

- pause (page 10)

Pauses a recording.

- stop (page 12)

Stops recording and closes the audio file.

delegate (page 7) property

The delegate object for the audio recorder.

- deleteRecording (page 9)

Deletes a recorded audio file.

# Managing Information About a Recording

```
recording (page 7) property
```

A Boolean value that indicates whether the audio recorder is recording (YES), or not (NO).

url (page 8) property

The URL for the audio file associated with the audio recorder.

currentTime (page 7) property

The time, in seconds, since the beginning of the recording.

settings (page 8) property

The audio settings for the audio recorder.

# **Using Audio Level Metering**

```
meteringEnabled (page 7) property
```

A Boolean value that indicates whether audio-level metering is enabled (YES), or not (NO).

- updateMeters (page 12)

Refreshes the average and peak power values for all channels of an audio recorder.

- peakPowerForChannel: (page 10)

Returns the peak power for a given channel, in decibels, for the sound being recorded.

- averagePowerForChannel: (page 8)

Returns the average power for a given channel, in decibels, for the sound being recorded.

# **Properties**

For more about Objective-C properties, see "Properties" in *The Objective-C Programming Language*.

### currentTime

The time, in seconds, since the beginning of the recording.

@property (readonly) NSTimeInterval currentTime;

#### Discussion

When the audio recorder is stopped, calling this method returns a value of 0.

### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# delegate

The delegate object for the audio recorder.

@property (assign) id <AVAudioRecorderDelegate> delegate;

#### Discussion

For a description of the audio recorder delegate, see AVAudioRecorderDelegate Protocol Reference.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# meteringEnabled

A Boolean value that indicates whether audio-level metering is enabled (YES), or not (NO).

@property (getter=isMeteringEnabled) BOOL meteringEnabled;

### Discussion

By default, audio level metering is off for an audio recorder. Because metering uses computing resources, turn it on only if you intend to use it.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# recording

A Boolean value that indicates whether the audio recorder is recording (YES), or not (NO).

Properties 7

@property (readonly, getter=isRecording) BOOL recording;

### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# settings

The audio settings for the audio recorder.

```
@property (readonly) NSDictionary *settings;
```

### Discussion

Audio recorder settings are in effect only after you explicitly call the prepareToRecord (page 11) method, or after you call it implicitly by starting recording. The audio settings keys are described in AV Foundation Audio Settings Constants.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

### url

The URL for the audio file associated with the audio recorder.

```
@property (readonly) NSURL *url;
```

### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# **Instance Methods**

# averagePowerForChannel:

Returns the average power for a given channel, in decibels, for the sound being recorded.

```
- (float)averagePowerForChannel:(NSUInteger)channelNumber
```

#### **Parameters**

channel Number

The number of the channel that you want the average power value for.

#### **Return Value**

The current average power, in decibels, for the sound being recorded. A return value of 0 dB indicates full scale, or maximum power; a return value of -160 dB indicates minimum power (that is, near silence).

If the signal provided to the audio recorder exceeds ±full scale, then the return value may exceed 0 (that is, it may enter the positive range).

#### Discussion

To obtain a current average power value, you must call the updateMeters (page 12) method before calling this method.

#### **Availability**

Available in iOS 3.0 and later.

#### See Also

```
@property meteringEnabled (page 7)
- peakPowerForChannel: (page 10)
```

#### **Declared In**

AVAudioRecorder.h

# deleteRecording

Deletes a recorded audio file.

- (BOOL)deleteRecording

#### **Return Value**

Returns YES on success, or NO on failure.

#### Discussion

The audio recorder must be stopped before you call this method.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# initWithURL:settings:error:

Initializes and returns an audio recorder.

```
- (id)initWithURL:(NSURL *)url
    settings:(NSDictionary *)settings
    error:(NSError **)outError
```

#### **Parameters**

ur1

The file system location to record to. The file type to record to is inferred from the file extension included in this parameter's value.

settings

Settings for the recording session. For information on the settings available for an audio recorder, see AV Foundation Audio Settings Constants.

outError

Pass in the address of a nil-initialized NSError object. If an error occurs, upon return the NSError object describes the error. If you do not want error information, pass in NULL.

#### **Return Value**

On success, an initialized AVAudioRecorder object. If nil, the outError parameter contains a code that describes the problem.

#### Availability

Available in iOS 3.0 and later.

#### Declared In

AVAudioRecorder.h

### pause

Pauses a recording.

- (void)pause

#### Discussion

Call record (page 11) to resume recording.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

# peakPowerForChannel:

Returns the peak power for a given channel, in decibels, for the sound being recorded.

- (float)peakPowerForChannel:(NSUInteger)channelNumber

#### **Parameters**

channelNumber

The number of the channel that you want the peak power value for.

#### **Return Value**

The current peak power, in decibels, for the sound being recorded. A return value of 0 dB indicates full scale, or maximum power; a return value of -160 dB indicates minimum power (that is, near silence).

If the signal provided to the audio recorder exceeds ±full scale, then the return value may exceed 0 (that is, it may enter the positive range).

#### Discussion

To obtain a current peak power value, call the updateMeters (page 12) method immediately before calling this method.

### **Availability**

Available in iOS 3.0 and later.

#### See Also

```
averagePowerForChannel: (page 8)@property meteringEnabled (page 7)
```

#### Declared In

AVAudioRecorder.h

# prepareToRecord

Creates an audio file and prepares the system for recording.

- (BOOL)prepareToRecord

#### **Return Value**

Returns YES on success, or NO on failure.

#### Discussion

Creates an audio file at the location specified by the *url* parameter in the initWithURL:settings:error: (page 9) method. If a file already exists at that location, this method overwrites it.

The preparation invoked by this method takes place automatically when you call record (page 11). Use prepareToRecord when you want recording to start as quickly as possible upon calling record.

## **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

### record

Starts or resumes recording.

- (BOOL)record

#### **Return Value**

Returns YES on success, or NO on failure.

#### Discussion

Calling this method implicitly calls prepareToRecord (page 11), which creates (or erases) an audio file and prepares the system for recording.

### **Availability**

Available in iOS 3.0 and later.

### **Declared In**

AVAudioRecorder.h

Instance Methods

11

### recordForDuration:

Records for a specified duration of time.

- (BOOL)recordForDuration:(NSTimeInterval)duration

#### **Parameters**

duration

The maximum duration, in seconds, for the recording.

#### **Return Value**

Returns YES on success, or NO on failure.

#### Discussion

The recorder stops when the duration of recorded audio reaches the value in the duration parameter.

Calling this method implicitly calls prepareToRecord (page 11), which creates (or erases) an audio file and prepares the system for recording.

#### **Availability**

Available in iOS 3.0 and later.

#### **Declared In**

AVAudioRecorder.h

### stop

Stops recording and closes the audio file.

- (void)stop

#### **Availability**

Available in iOS 3.0 and later.

#### Declared In

AVAudioRecorder.h

# updateMeters

Refreshes the average and peak power values for all channels of an audio recorder.

(void)updateMeters

### Discussion

To obtain current audio power values, you must call this method before you call averagePowerForChannel: (page 8) or peakPowerForChannel: (page 10).

#### **Availability**

Available in iOS 3.0 and later.

#### See Also

@property meteringEnabled (page 7)

### **Declared In**

AVAudioRecorder.h

**AVAudioRecorder Class Reference** 

# **Document Revision History**

This table describes the changes to AVAudioRecorder Class Reference.

Date	Notes
2010-08-31	Corrected the description of the error parameter for the initWithURL:settings:error: (page 9) instance method.
2010-04-16	Updated for iOS 4.0.
	Moved all audio settings keys from this document to AV Foundation Audio Settings Constants.
2009-10-19	Improved the descriptions of the return values for the averagePowerForChannel: (page 8) and peakPowerForChannel: (page 10) methods.
2009-06-25	New document that describes a class for audio recording.

### **REVISION HISTORY**

**Document Revision History**