

Using RTCMTLVideoView to display a video

Since build 2.6.6 it is possible to use `RTCMTLVideoView` to display a video, if device supports this view.

Use [TwoWayStreaming](#) example code to analyze automatic view selection to display a local (publishing) video:

1. Detect if Metal View is supported by device

code

```
id<MTLDevice> localDevice;
#ifdef __aarch64__
    localDevice = MTLCreateSystemDefaultDevice();
    ...
#endif
```

2. If `MTLCreateSystemDefaultDevice()` returns not `nil`, create `RTCMTLVideoView` object

code

```
...
#ifdef __aarch64__
    localDevice = MTLCreateSystemDefaultDevice();
    if (localDevice) {
        RTCMTLVideoView *localView = [[RTCMTLVideoView alloc] init];
        localView.delegate = self;
        _localDisplay = localView;
    }
#endif
...
```

3. If `MTLCreateSystemDefaultDevice()` returns `ni`, create `RTCEAGLVideoView` object code

```
...
if (!localDevice) {
    RTCEAGLVideoView *localView = [[RTCEAGLVideoView alloc] init];
    localView.delegate = self;
    _localDisplay = localView;
}
...
```

Full code example for local video

```
id<MTLDevice> localDevice;
#ifdef __aarch64__
```

```
localDevice = MTLCreateSystemDefaultDevice();
if (localDevice) {
    RTCMTLVideoView *localView = [[RTCMTLVideoView alloc] init];
    localView.delegate = self;
    _localDisplay = localView;
}
#endif
if (!localDevice) {
    RTCEAGLVideoView *localView = [[RTCEAGLVideoView alloc] init];
    localView.delegate = self;
    _localDisplay = localView;
}
_localDisplay.translatesAutoresizingMaskIntoConstraints = NO;
```