

API reference 

DeviceSelector Protocol

Protocol for selecting which device should be used for operations. Device selectors determine which available device should receive commands or stream data.

Signature

```
protocol DeviceSelector
```

Properties

activeDevice

[Get]

The currently active device identifier, if any.

Functions

activeDeviceStream()

Creates a stream of active device changes.

Signature

```
public func activeDeviceStream() -> AnyAsyncSequence<DeviceIdentifier?>
```

Returns

`AnyAsyncSequence<DeviceIdentifier?>`

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