StreamSession Class

Modifiers: final

A class for managing media streaming sessions with Meta Wearables devices. Handles video streaming, photo capture, and provides real-time state updates.

Signature

```
class StreamSession
```

Constructors

init (deviceSelector)	Creates a streaming session using the specified device selector. The session is created in `.stopped` state. Call start() to begin streaming. Uses the default StreamSessionConfig configuration. **Signature** `public init( deviceSelector: DeviceSelector)` **Parameters** `deviceSelector:` `DeviceSelector` The device selector that determines which device to stream from. The selector's `activeDevice` can be nil initially.
init (streamSessionConfig , deviceSelector)	Creates a streaming session with custom configuration. The session is created in `.stopped` state. Call start() to begin streaming. **Signature**

Parameters

`streamSessionConfig:` StreamSessionConfig Configuration specifying resolution, frame rate, and codec settings.
`deviceSelector:` DeviceSelector The device selector that determines which device to stream from.

Properties

errorPublisher [Get]	Publisher for errors that occur during the streaming session.
photoDataPublisher [Get]	Publisher for photo data captured during the streaming session.
state	The current state of the streaming session.
statePublisher [Get]	Publisher for streaming session state changes.
streamSessionConfig	The configuration used for this streaming session.
videoFramePublisher [Get]	Publisher for video frames received from the streaming session.

Functions

captured photo is delivered through photoDataPublisher.
Video streaming is temporarily paused during capture and automatically resumes after photo delivery.

Signature

```
public func capturePhoto( format:
PhotoCaptureFormat) -> Bool
```

Parameters

`format:` PhotoCaptureFormat The desired image format.

Returns

`Bool` `true` if the capture request was accepted, `false` if no device session is active, a capture is already in progress, or the underlying capture request fails.

start ()

Starts video streaming from the device.
Begins streaming video frames from the currently available device. If no device is currently available, the session enters `.waitingForDevice` state and automatically connects when a device becomes available. Video frames are delivered through videoFramePublisher.
State transitions: `.stopped` -> `.waitingForDevice` (no device) or `.stopped` -> `.starting` -> `.streaming` (with device).
The session monitors for device availability and automatically connects when a device becomes available and publishes errors if the device is invalid. The session automatically stops when an error occurs or when the device session ends externally (e.g., device powered off).
Errors published to errorPublisher: - StreamSessionError.deviceNotFound(_:) - StreamSessionError.deviceNotConnected(_:) - StreamSessionError.timeout - StreamSessionError.permissionDenied - StreamSessionError.internalError

Signature

```
public func start()
```

`.stopped` state.
State transitions: Any state -> `.stopping` -> `.stopped`

Signature

```
public func stop()
```