

API reference



DeviceSession Class

Modifiers: final

Manages a session with Meta Wearables devices based on a provided device selector. Handles automatic connection and disconnection as devices become available or unavailable.

The session monitors device availability through the provided [DeviceSelector](#) and automatically manages connections. When a matching device becomes available, it establishes a session. When the device becomes unavailable, it disconnects the session.

Signature

class DeviceSession



Constructors

DeviceSession(
deviceSelector**)**

Creates a new DeviceSession with the specified device selector.

Signature

constructor(deviceSelector:
DeviceSelector)



Parameters

deviceSelector: [DeviceSelector](#) The selector used to determine which devices to connect to

Returns

[DeviceSession](#)

Properties

DeviceSessionState >

[Get]

The state indicates whether the session is currently connected to a device (STARTED) or not connected (STOPPED). The state changes automatically based on device availability as determined by the provided DeviceSelector.

Signature

```
val state: StateFlow<DeviceSessionState>
```



Functions

start()

Starts monitoring for devices and establishes sessions when matching devices become available.

This method begins monitoring the device availability through the configured DeviceSelector. When a device matching the selector criteria becomes available, the session automatically connects to it and transitions to the STARTED state. If the device becomes unavailable, the session automatically disconnects and transitions to the STOPPED state.

Signature

```
fun start()
```



stop()

Stops the device session and disconnects from any currently connected device.

This method stops monitoring for device availability and immediately disconnects from any currently connected device. The session state transitions to STOPPED. After calling this method, no further automatic connections will be established until start() is called again.

Signature

```
fun stop()
```



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