

API reference 

Device Class

AI glasses accessible through the Wearables Device Access Toolkit.

Signature

`class Device` 

Constructors

`init(`
 `devicePrivate)`

Signature

`public init(devicePrivate:`
`DevicePrivate`) 

Parameters

`devicePrivate: DevicePrivate`

Properties

`identifier`

The unique identifier for this device.

`linkState`

[Get]

The current connection state of the device.

`name`

The human-readable device name, or empty string if unavailable.

addCompatibilityListener(
listener)

Adds a listener to receive notifications when the device's compatibility changes.

Signature

```
public func addCompatibilityListener(_  
    listener: @escaping @Sendable  
    (Compatibility) -> Void) ->  
    AnyListenerToken
```

addLinkStateListener(
listener)

Adds a listener to receive notifications when the device's link state changes.

Signature

```
public func addLinkStateListener(_  
    listener: @escaping @Sendable  
    (LinkState) -> Void) -> AnyListenerToken
```

compatibility()

Returns true if the version of this device is compatible with the Wearables Device Access Toolkit.

Signature

Returns**Compatibility****deviceType ()**

Returns the type of this device (e.g., Ray-Ban Meta).

Signature`public func deviceType() -> DeviceType`**Returns****DeviceType** The device type identifier.**nameOrId ()**

Returns the device name if available, otherwise returns the device identifier. This provides a fallback for display purposes when the device name is not set.

Signature`public func nameOrId() -> String`**Returns****String** The device name or identifier as a fallback. Meta Wearables**Build with Meta**[Social Technologies](#)[Meta Horizon](#)[AI](#)[Worlds](#)[Wearables](#)**Support and legal**[Wearables Developer Terms](#)[Acceptable Use Policy](#)[Legal](#)[Privacy](#)**About us**

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