TelephonyUtilities
com.apple.FTLivePhotoService

com.apple.FTLivePhotoService imports TULockdownModeEnabled

Where in -[ServiceDelegate listener:shouldAcceptNewConnection:] LDM can lead to the following failure:

"Rejecting the connection since it is not entitled %@, lockdownModeEnabled: %@"

This seem to be related to FaceTime and it is my guess that the lockdownModeEnabled property is used to prevent FaceTime calls from strangers and prevent Live Photos from being sent.

TelephonyUtilities
callservicesd

callservicesd has 2 ObjC classes that use the lockdownModeEnabled selector

> ❯ ipsw macho search -i iPhone15,2_16.3_20D47_Restore.ipsw --sel lockdownModeEnabled
> ```
> 0x1000182f8: /System/Library/PrivateFrameworks/TelephonyUtilities.framework/callservicesd (CSDUserActivityManager)
> 0x100107094: /System/Library/PrivateFrameworks/TelephonyUtilities.framework/callservicesd (CSDConversationManager)
> ```

It is used via the objc stub _objc_msgSend$lockdownModeEnabled in the following functions:

- -[CSDUserActivityManager updateHandoffAdvertisementForConversation:fromOldConversation:uplinkMuted:sendingVideo:]
    - "Not updating handoff advertisement because lockdown mode is enabled"
- -[CSDUserActivityManager updateHandoffRegistrationForConversation:fromOldConversation:]
    - "Not updating handoff registration because lockdown mode is enabled"
- -[CSDProviderCall joinConversationWithRequest:]
- -[CSDCall callRelaySupport]
    - Where if lockdownModeEnabled is true, it will return 0
- -[CSDConversationManager updateConversationHandoffEligibility:]
    - "Not updating handoff eligibility %@ because lockdown mode is enabled"
- -[CSDConversation session:endedWithError:reason:]
    - "Unknown participant added whle in lockdown mode, cleaning up"
- -[CSDConversationManager conversation:addedActiveParticipant:]

These all seem to be related to the iOS Handoff/Call Relay features, which allows you to continue a call on another device.