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Article

XPC updates

Learn about important changes to XPC.



Overview

Browse notable changes in [XPC](#).

March 2024

Security

- Test whether the peer executable that communicates with your app over an XPC connection has an expected entitlement by calling [`xpc_connection_set_peer_entitlement_exists_requirement\(: : \)`](#), and whether it has a specific value for an entitlement by calling [`xpc_connection_set_peer_entitlement_matches_value_requirement\(: : : \)`](#).
- Test whether the peer executable that communicates with your app over an XPC connection is an Apple platform binary with a given signing identifier by calling [`xpc_connection_set_peer_platform_identity_requirement\(: : \)`](#).
- Test whether your Apple Developer team signed the peer executable that communicates with your app over an XPC connection by calling [`xpc_connection_set_peer_team_identity_requirement\(: : \)`](#).
- Test whether the peer executable that communicates with your app over an XPC connection satisfies a lightweight code requirement by calling [`xpc_connection_set_peer_lightweight_code_requirement\(: : \)`](#).

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- Create XPC services using native Swift syntax. Use [XPCListener](#) to create an XPC server that listens for messages from other processes. Use [XPCSession](#) to create clients that connect to servers and exchange messages.
 - For C and Objective-C projects, use the corresponding `xpc_listener_t` and `xpc_session_t` APIs.
 - In Xcode, use the updated XPC services target template to choose whether you want to use the high-level [NSXPCConnection](#) or the low-level `libXPC` APIs.
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See Also

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-  Apple Pencil updates

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