Wi-Fi Aware / WAPairedDevice

Structure

WAPairedDevice

A known Wi-Fi Aware device that your app can connect to.

iOS 26.0+ | iPadOS 26.0+

```
struct WAPairedDevice
```

Overview

Your app may request the system securely pair and grant access to remote devices. Use AccessorySetupKit or DeviceDiscoveryUI to add the devices to the set of `WAPairedDevice`
`.Devices` that your app may connect to on-demand. The list of paired devices can change over time as a person adds and removes devices from the system.

Topics

Selecting from your app's paired devices

`typealias Devices`

A dictionary holding a snapshot of currently paired devices accessible and known to your app.

`static var allDevices: WAPairedDevice.DevicesSequence`

Provides a snapshot of all the paired devices known to your app.

`static func allDevices(matching: Predicate<WAPairedDevice>) -> WAPairedDevice.DevicesSequence`

Provides a snapshot of all the paired devices known to your app.

`struct DevicesSequence`

A sequence that vends updates to a paired device list, as the list changes.

Getting the app-specific identifier

`typealias ID`

A type of value that uniquely identifies the paired device.

`let id: WAPairedDevice.ID`

A stable ID that you can use to uniquely identify a device.

Getting the configured device name

`let name: String?`

The user-provided name of the device as a string, or `nil` if not available.

Getting pairing-related device data

`let pairingInfo: WAPairedDevice.PairingInfo?`

The unauthenticated information provided by the device before a person pairs it for the first time.

`struct PairingInfo`

A collection of unauthenticated information the system receives from a device before it's paired for the first time.

Getting a string description

`var description: String`

A string description of the publisher.

Relationships

Conforms To

CustomStringConvertible
Decodable
Encodable
Equatable
Hashable
Identifiable
Sendable
SendableMetatype

See Also

Paired devices

typealias **Devices**

A dictionary holding a snapshot of currently paired devices accessible and known to your app.

struct **DevicesSequence**

A sequence that vends updates to a paired device list, as the list changes.

struct **PairingInfo**

A collection of unauthenticated information the system receives from a device before it's paired for the first time.