Structure

FixedSpatialAudio

A spatial experience that does not take user motion into account.

visionOS 26.0+

```
struct FixedSpatialAudio
```

Overview

The lack of spatial tracking gives the impression of a "fixed" spatial experience locked to the user's frame of reference.

```
// Configure an audio player with a fixed spatial audio experience.
myPlayer.intendedSpatialExperience = .fixed
```

For multi-channel experiences, you might also consider specifying the experience's sound stage size if a system-specified size is not desirable.

```
// Configure an audio player with a fixed spatial audio experience
// that has a large sound stage size.
myPlayer.intendedSpatialExperience = .fixed(soundStageSize: .large)
```

Topics

Instance Properties

```
var soundStageSize: SpatialAudioExperiences.SoundStageSize
```
The experience's sound stage size.

Relationships

Conforms To

```
Decodable
Encodable
Equatable
Hashable
Sendable
SendableMetatype
SpatialAudioExperience
```