

[Updates](#) / AVFAudio updates

Article

AVFAudio updates

Learn about important changes to AVFAudio.



Overview

Browse notable changes in [AVFAudio](#).

June 2024

Spatial audio with AVAudioEngine

- Adjust the [AVAudioEnvironmentNode](#) orientation to match someone's head pose via compatible AirPods by setting the new [isListenerHeadTrackingEnabled](#) property to true. The system requires your app to have the [com.apple.developer.coremotion.head-pose](#) entitlement to observe this property.
- Tailor [AVAudioEnvironmentNode](#) output according to a person's personalized spatial audio profile that they configure in Settings by adding the [com.apple.developer.spatial-audio.profile-access](#) entitlement to your app.
- Instruct [AVAudioEnvironmentNode](#) to ignore the new system spatial audio toggle in Control Center by adding the [AVGameBypassSystemSpatialAudio](#) key to your app's Info.plist.

See Also

[Technology updates](#)

 Accelerate updates

Learn about important changes to Accelerate.

 Accessibility updates

Learn about important changes to Accessibility.

 ActivityKit updates

Learn about important changes in ActivityKit.

 AdAttributionKit Updates

Learn about important changes to AdAttributionKit.

 App Clips updates

Learn about important changes in App Clips.

 App Intents updates

Learn about important changes in App Intents.

 AppKit updates

Learn about important changes to AppKit.

 Apple Intelligence updates

Learn about important changes to Apple Intelligence.

 AppleMapsServerAPI Updates

Learn about important changes to AppleMapsServerAPI.

 Apple Pencil updates

Learn about important changes to Apple Pencil.

 ARKit updates

Learn about important changes to ARKit.

 Audio Toolbox updates

Learn about important changes to Audio Toolbox.

 AuthenticationServices updates

Learn about important changes to AuthenticationServices.

 AVFoundation updates

Learn about important changes to AVFoundation.

Background Tasks updates

Learn about important changes in Background Tasks.