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Instance Property

alarmUpdates

An asynchronous sequence that emits events when the set of alarms changes.

iOS 26.0+ | iPadOS 26.0+

```
var alarmUpdates: some AsyncSequence<Array<Alarm>, Never> { get }
```

Discussion

Use this to receive a notification when an alarm alerts, snoozes, or dismisses.

See Also

Updating an alarm

```
struct AlarmUpdates
```

An async sequence that publishes whenever an alarm changes.

```
var alarms: [Alarm]
```

Fetches all alarms from the daemon that belong to the current client.