Structure

BypassedSpatialAudio

An experience in which the system does not apply spatial processing to the audio stream.

visionOS 26.0+

```
struct BypassedSpatialAudio
```

Overview

Use this if implementing your own spatial audio rendering or designing an experience that should not have spatial audio.

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

Relationships

Conforms To

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

SpatialAudioExperience