

[Nearby Interaction](#) / Implementing spatial interactions with third-party accessories

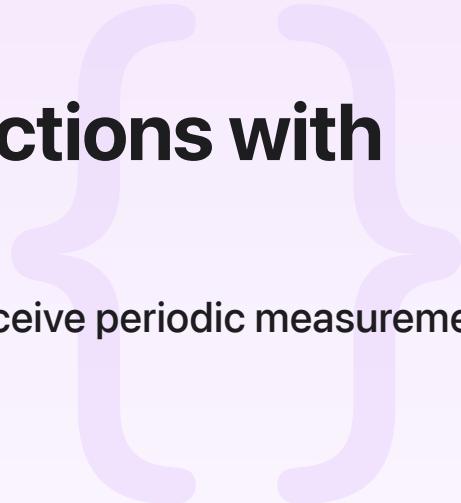
Sample Code

Implementing spatial interactions with third-party accessories

Establish a connection with a nearby accessory to receive periodic measurements of its distance from the user.

[Download](#)

iOS 15.0+ | iPadOS 15.0+ | Xcode 14.0+



Overview

Note

This sample code project is associated with WWDC21 session [10165: Explore Nearby Interaction with Third-Party Accessories](#).

Configure the Sample Code Project

Set the run destination to an iPhone that contains a U1 chip. The sample app interacts with an accessory you partner with or develop using the [Ultra Wideband \(UWB\) third-party device specification](#).

See Also

[Third-party accessories](#)

```
class NINearbyAccessoryConfiguration
```

A configuration that enables interaction between iPhone and third-party accessories.