

[Audio Toolbox](#) / HeadTrackedSpatialAudio

Structure

HeadTrackedSpatialAudio

A spatial experience that takes user motion into account.

visionOS 26.0+

```
struct HeadTrackedSpatialAudio
```

Mentioned in

 Anchoring sound to a window or volume

Overview

Sounds with a head-tracked experience come from a distinct location in space as defined by their anchoring strategy.

```
// Configure an audio player with a scene-anchored spatial audio experience.  
myPlayer.intendedSpatialExperience = .headTracked(.scene(identifier: mySceneID))
```

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 front-anchored spatial audio experience  
// and a large sound stage size.  
myPlayer.intendedSpatialExperience = .headTracked(.front, soundStageSize: .large)
```

Topics

Instance Properties

```
var anchoringStrategy: SpatialAudioExperiences.AnchoringStrategy
```

The experience's anchoring strategy.

```
var soundStageSize: SpatialAudioExperiences.SoundStageSize
```

The experience's sound stage size.

Relationships

Conforms To

Decodable

Encodable

Equatable

Hashable

Sendable

SendableMetatype

SpatialAudioExperience