

[Audio Toolbox](#) / `AudioServicesPlayAlertSound(_:spatialExperience:)`

## Function

# AudioServicesPlayAlertSound(\_:spatialExperience:)

Play an alert sound with the provided spatial audio experience.

visionOS 26.0+

```
func AudioServicesPlayAlertSound(  
    _ systemSoundID: SystemSoundID,  
    spatialExperience: any SpatialAudioExperience  
) async
```

## Mentioned in

 Anchoring sound to a window or volume

## Discussion

The alert sound has this spatial experience for the duration of its playback and cannot change mid-playback.