

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

Function

AudioServicesPlaySystemSound(_:spatialExperience:)

Play a system sound with the provided spatial audio experience.

visionOS 26.0+

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

Mentioned in

 Anchoring sound to a window or volume

Discussion

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