

[Core Motion](#) / Getting motion-activity data from headphones

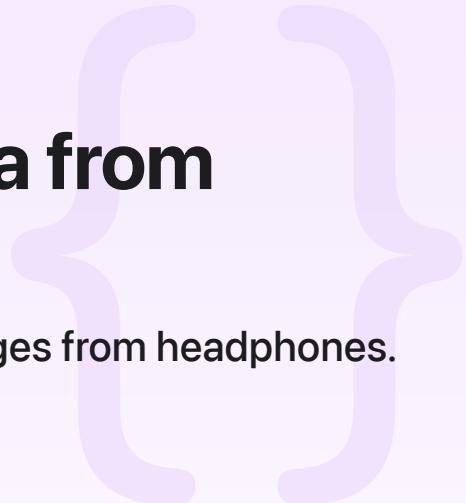
Sample Code

Getting motion-activity data from headphones

Configure your app to listen for motion-activity changes from headphones.

[Download](#)

iOS 18.0+ | iPadOS 18.0+ | Xcode 16.1+



Overview

This sample app demonstrates how to use `CMHeadphoneActivityManager` to request updates when the current type of motion changes. When a change occurs, the app receives update information as a `CMMotionActivity` object, which it uses to show a text description of the motion change.

Configure the sample code project

Because this sample app uses headphone motion updates, it needs to run on a device, not in Simulator. To run this sample, you'll need the following:

- An iOS device with iOS 18 or later
- Headphones that support motion updates, such as AirPods Pro 2 or AirPods 4

See Also

[Activity](#)

```
class CMMotionActivityManager
```

An object that manages access to the motion data stored by the device.

```
class CMHeadphoneActivityManager
```

An object that starts and manages headphone activity services.

```
class CMMotionActivity
```

The data for a single motion update event.