Structure

EnergyVenue

A physical site that uses or produces electricity at that location.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst | macOS 26.0+

```
struct EnergyVenue
```

Topics

Returning electricity sites

```
static func venue(for: UUID) async throws -> EnergyVenue
```

Returns an electricity venue for the given venue identifier.

```
static func venue(matchingHomeUniqueIdentifier: UUID) async throws ->
EnergyVenue
```

Returns an energy venue for the given HomeKit identifier.

Submitting load events

```
func submitEvents<Event>([Event]) async throws
```

Submits electrical load events to be used by EnergyKit to generate energy insights.

Identifying the location

```
let id: UUID
```

A unique identifier for the venue.

```
let name: String
```
The name of the Home to which the venue corresponds.

Type Methods

```
static func venues() async throws -> [EnergyVenue]
```
Returns a list of electricity venues.

Relationships

Conforms To

```
Decodable
Encodable
Identifiable
Sendable
SendableMetatype
```

See Also

Load events

```
struct ElectricHVACLoadEvent
```
A measurement of the electricity consumed by an HVAC system.

```
struct ElectricVehicleLoadEvent
```
A measurement of the electricity consumed or generated by an electric vehicle while connected to a charger.

```
enum ElectricityFlowDirection
```
Information about which direction the electricity moves.

```
protocol ElectricalLoadEventProtocol
```
A type that can represent an electrical load event.