Protocol

SpatialAudioExperience

Configure an audio stream for spatial computing.

visionOS 26.0+

```
protocol SpatialAudioExperience : Decodable, Encodable, Hashable, Sendable
```

Mentioned in

📄 Anchoring sound to a window or volume

Overview

All audio playback APIs support 3D spatial rendering using SpatialAudioExperience. For example, with AVAudioPlayer:

```
// Create a player.
let myPlayer = try AVAudioPlayer(contentsOf: myAudioFileURL)

// Configure an audio player with a head-tracked spatial audio experience
// so that it's audible from a distinct location in space.
myPlayer.intendedSpatialExperience = .headTracked

// Play sound with the configured spatial audio experience.
player.play()
```

Topics

Type Properties

`static var automatic: AutomaticSpatialAudio`

An automatic spatial experience.

`static var bypassed: BypassedSpatialAudio`

A bypassed spatial audio experience.

`static var fixed: FixedSpatialAudio`

A fixed spatial audio experience with an automatic sound stage size.

`static var headTracked: HeadTrackedSpatialAudio`

A head-tracked spatial audio experience with an automatic anchoring strategy and automatic sound stage size.

Type Methods

`static func fixed(soundStageSize: SpatialAudioExperiences.SoundStageSize) -> Self`

Create a fixed spatial audio experience with a specific sound stage size.

`static func headTracked(SpatialAudioExperiences.AnchoringStrategy, soundStageSize: SpatialAudioExperiences.SoundStageSize) -> Self`

Create a head-tracked spatial audio experience with a specific anchoring strategy and sound stage size.

Relationships

Inherits From

Decodable
Encodable
Equatable
Hashable
Sendable
SendableMetatype

Conforming Types

AutomaticSpatialAudio
BypassedSpatialAudio
FixedSpatialAudio
HeadTrackedSpatialAudio