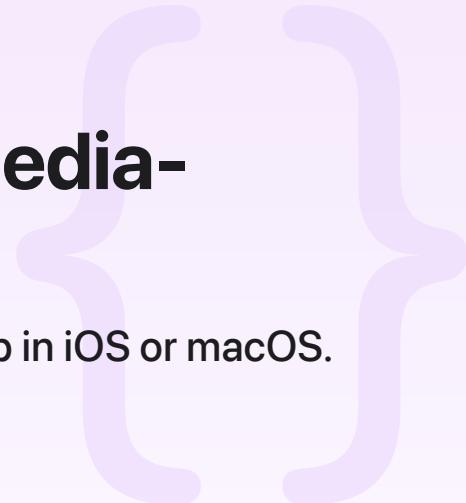Sample Code

Discovering a third-party media-streaming device

Build an extension that streams media to a server app in iOS or macOS.

[Download]

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 12.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC22 session <u>10096: What's new in privacy</u>.

Configure the sample code project

Run either the macOS or iOS server target to emulate a third-party media-streaming receiver. Set the client scheme's run destination to an iOS 16 device. Run the client and select the emulated device from the system device-picker UI.

See Also

Essentials

`Media Device Discovery Extension`

An entitlement for an app extension that adds a specific third-party media receiver to a system device-picker UI.