

#WWDC19

Modernizing Your Audio App

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Audio Units

Support for Carbon Component-based Audio Units will be removed in a future macOS release

Hosts should use AudioComponent API for Audio Unit discovery

Core Audio HAL AudioHardwarePlugins

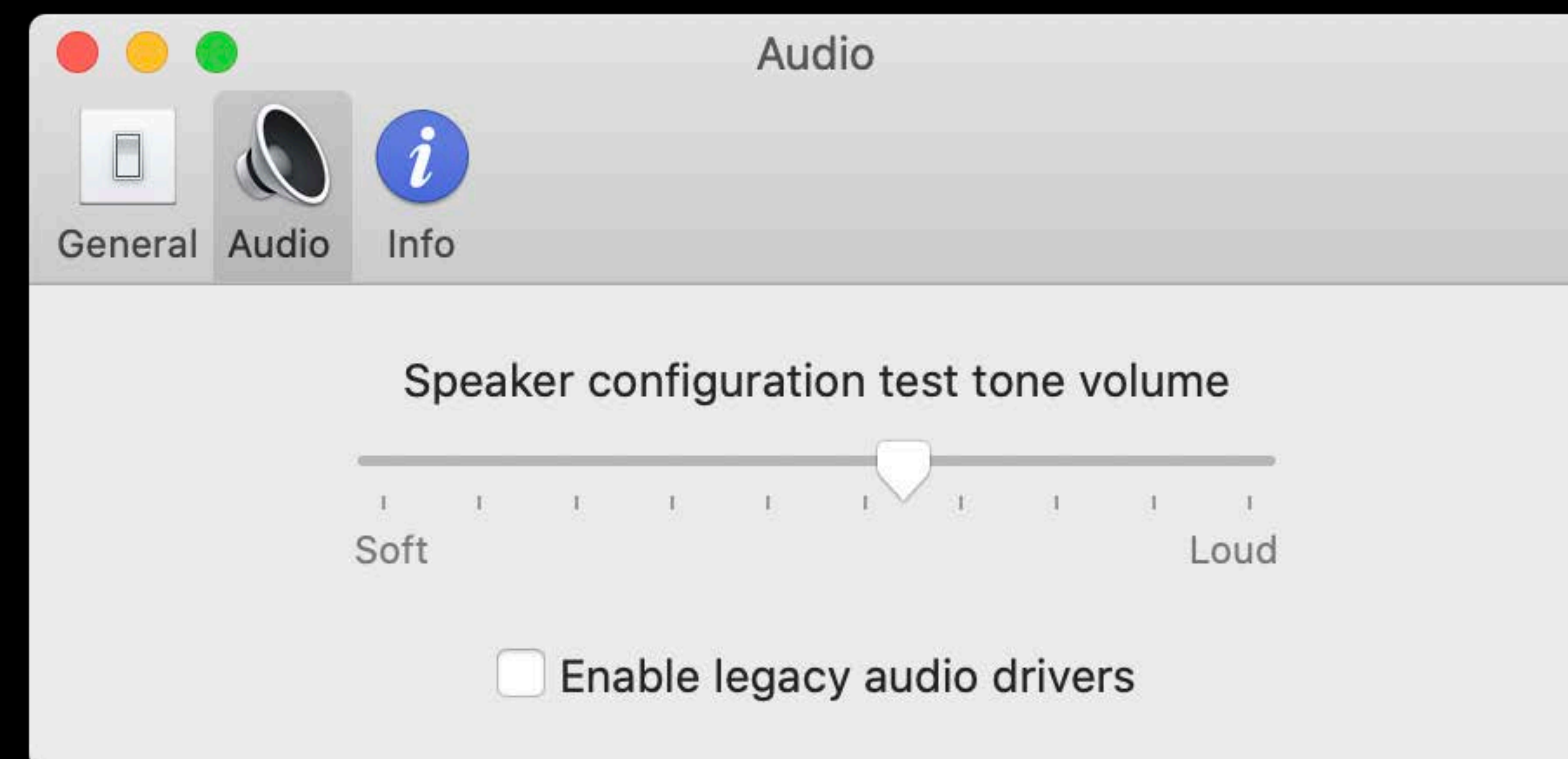
AudioHardwarePlugIn-based plugins are disabled by default

Use AudioServerPlugIn API instead

- `<CoreAudio/AudioServerPlugIn.h>`

Disabled plugins can be re-enabled in the Audio MIDI Setup utility

Support will be removed in a future macOS release



Deprecations

AUGraph

- Please use *AVAudioEngine*

Inter-App Audio

- Please use *Audio Unit Extensions*

OpenAL

- Please use *AVAudioEngine*

3D Mixer parameters unified across all platforms

- Please refer to *AudioUnitParameters.h* for list of updated parameters

More Information

developer.apple.com/wwdc19/508

