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
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
Apple WWDC 2019