

[MapKit](#) / MapCompass

## Structure

# MapCompass

A view that reflects the current orientation of the associated map.

MapKit | SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS | watchOS 10.0+

```
@MainActor @preconcurrency
struct MapCompass
```

## Overview

You can use MapCompass with a [Map](#) as a stand alone view, as shown in the following example:

```
struct CompassButtonTestView: View {
    @Namespace var mapScope
    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapCompass(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

You can also use MapCompass with the `Map/mapControls(_:)` modifier, as shown below:

```
Map()
    .mapControls {
        MapCompass()
```

```
}
```

Tapping the compass reorients the map so that North is at the top of the Map view.

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## Topics

### Creating a map compass

```
init(scope: Namespace.ID?)
```

Creates a new map compass with the scope you specify.

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## Relationships

### Conforms To

Sendable, SendableMetatype, View

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## See Also

### Map controls

```
struct MapLocationCompass
```

A view that displays a combined user location button and map compass.

```
struct MapPitchSlider
```

A slider control that allows a person to change the pitch of the map.

```
struct MapPitchToggle
```

A button that sets the pitch of the associated map.

```
struct MapScaleView
```

Displays a legend with distance information for the associated map.

```
struct MapUserLocationButton
```

A button that sets the framing of the associated map to the user location.

```
struct MapZoomStepper
```

Buttons a person uses to adjust the zoom level of the map.