

[AlarmKit](#) / AlarmPresentation

Structure

AlarmPresentation

An object that describes the content required for the alarm UI.

iOS 26.0+ | iPadOS 26.0+

```
struct AlarmPresentation
```

Overview

The following example shows how to set different views for an alarm using the Alarm Presentation model.

```
let alert = AlarmPresentation.Alert(title: "Eggs are ready!",
stopButton: AlarmButton(text: "Stop", textColor: .blue, systemImageName: "stop.circle"),
secondaryButton: AlarmButton(text: "Repeat", textColor: .blue, systemImageName: "repeat.circle"),
secondaryButtonBehavior: .countdown)

let countdown = AlarmPresentation.Countdown(title: "Eggs are cooking")

let paused = AlarmPresentation.Paused(title: "Timer paused",
resumeButton: AlarmButton(text: "Resume", textColor: .blue, systemImageName: "play.circle"))

let presentation = AlarmPresentation(alert: alert, countdown: countdown, paused: paused)
```

Topics

Defining the alarm UI

```
init(alert: AlarmPresentation.Alert, countdown: AlarmPresentation.Countdown?, paused: AlarmPresentation.Paused?)
```

Configures an alert with an optional countdown and paused state.

```
var alert: AlarmPresentation.Alert
```

The content for the alert mode of the alarm.

```
var countdown: AlarmPresentation.Countdown?
```

The content for the snooze or countdown mode of the alarm.

```
var paused: AlarmPresentation.Paused?
```

The content for the pause mode of the alarm.

Describing an alarm state

```
struct Alert
```

An object that describes the UI of the alert that appears when an alarm fires.

```
struct Countdown
```

An object that describes the content required for the countdown UI.

```
struct Paused
```

An object that describes the content required for the paused UI.

Relationships

Conforms To

Decodable

Encodable

Sendable

SendableMetatype

See Also

Views

`struct AlarmPresentationState`

An object that describes the mutable content of the alarm.

`struct AlarmAttributes`

An object that contains all information necessary for the alarm UI.

`protocol AlarmMetadata`

A metadata object that contains information about an alarm.