Structure

CommandGroup

Groups of controls that you can add to existing command menus.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | visionOS 1.0+

```
struct CommandGroup<Content> where Content : View
```

Mentioned in

📄 Building and customizing the menu bar with SwiftUI

Overview

In macOS, SwiftUI realizes command groups as collections of menu items in a menu bar menu. In iOS, iPadOS, and tvOS, SwiftUI creates key commands for each of a group's commands that has a keyboard shortcut.

Topics

Creating a command group

`init(after: CommandGroupPlacement, addition: () -> Content)`

A value describing the addition of the given views to the end of the indicated group.

`init(before: CommandGroupPlacement, addition: () -> Content)`

A value describing the addition of the given views to the beginning of the indicated group.

```
init(replacing: CommandGroupPlacement, addition: () -> Content)
```
A value describing the complete replacement of the contents of the indicated group with the given views.

Relationships

Conforms To

```
Commands
```

See Also

Defining commands

```
func commands<Content>(content: () -> Content) -> some Scene
```
Adds commands to the scene.

```
func commandsRemoved() -> some Scene
```
Removes all commands defined by the modified scene.

```
func commandsReplaced<Content>(content: () -> Content) -> some Scene
```
Replaces all commands defined by the modified scene with the commands from the builder.

```
protocol Commands
```
Conforming types represent a group of related commands that can be exposed to the user via the main menu on macOS and key commands on iOS.

```
struct CommandMenu
```
Command menus are stand-alone, top-level containers for controls that perform related, app-specific commands.

```
struct CommandsBuilder
```
Constructs command sets from multi-expression closures. Like `ViewBuilder`, it supports up to ten expressions in the closure body.

```
struct CommandGroupPlacement
```

The standard locations that you can place new command groups relative to.