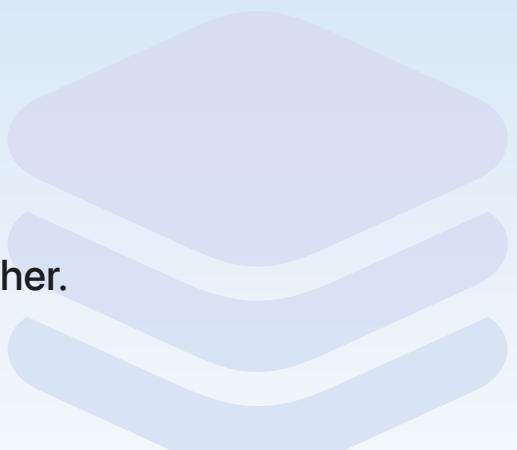


Framework

Translation

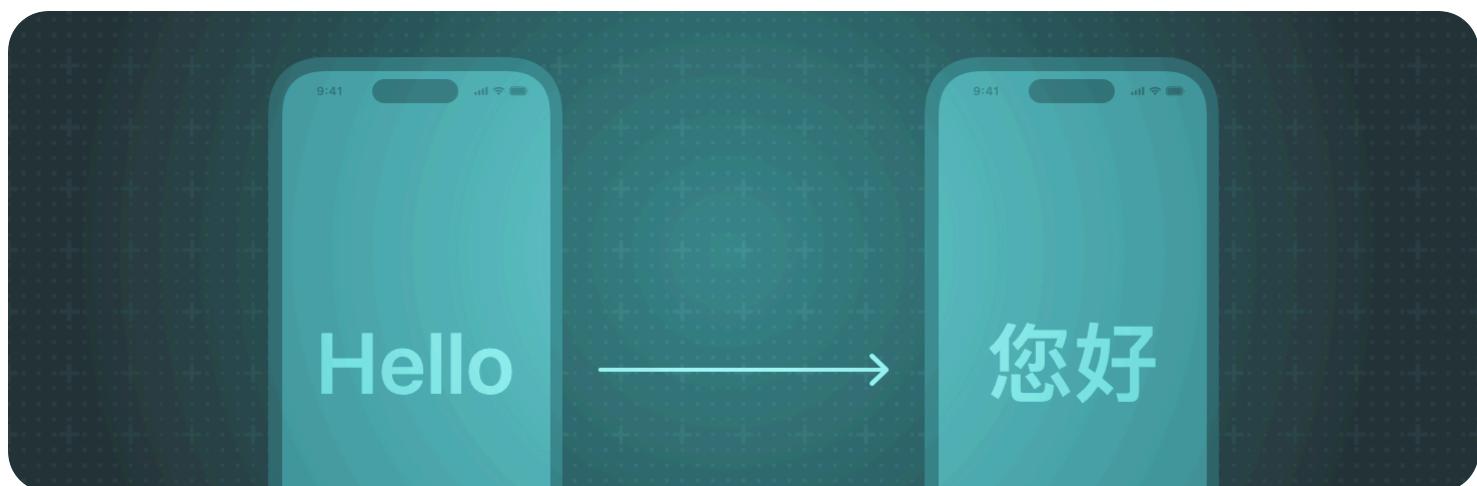
Translate text in your app from one language to another.

iOS 17.4+ | iPadOS 17.4+ | macOS 14.4+



Overview

Offer in-app translations with the Translation framework. You can use the built-in UI and let the system offer a translation to users on your behalf. Or you can use the framework to customize the translation experience.



To offer the built-in system translation experience, anchor the [`translationPresentation\(isPresented:text:attachmentAnchor:arrowEdge:replacementAction:\)`](#) view modifier to the SwiftUI view containing the text to translate. Set `isPresented` to true when you want to the built-in system translation UI to appear. Pass the text to translate to the `text` parameter.

To customize the translation experience use one of the translation tasks such as [`translationTask\(_:action:\)`](#). These functions provides you with a [`TranslationSession`](#) that you can use to translate strings of text one at a time, or in a batch. You can check language availability before offering a translation with the [`LanguageAvailability`](#) class.

Topics

Essentials

{} Translating text within your app

Display simple system translations and create custom translation experiences.

```
nonisolated func translationPresentation(isPresented: Binding<Bool>,  
text: String, attachmentAnchor: PopoverAttachmentAnchor =  
.rect(.bounds), arrowEdge: Edge = .top, replacementAction: ((String) ->  
Void)? = nil) -> some View
```

Presents a translation popover when a given condition is true.

```
nonisolated func translationTask(_ configuration: TranslationSession.  
Configuration?, action: @escaping (TranslationSession) async -> Void) ->  
some View
```

Adds a task to perform before this view appears or when the translation configuration changes.

```
nonisolated func translationTask(source: Locale.Language? = nil, target  
: Locale.Language? = nil, action: @escaping (TranslationSession) async  
-> Void) -> some View
```

Adds a task to perform before this view appears or when the specified source or target languages change.

```
class TranslationSession
```

A class that performs translations between a pair of languages.

Availability

```
class LanguageAvailability
```

A check for language support and status.

Errors

```
struct TranslationError
```

Error codes describing why the framework can't perform a translation.