AlarmKit / AlarmButton

Structure

AlarmButton

A structure that defines the appearance of buttons.

iOS 26.0+ | iPadOS 26.0+

```
struct AlarmButton
```

Overview

The folllowing example uses `AlarmButton` to define the appearance of the alarm.

```
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"),
secondaryButtonBehavior: .countdown)
```

Topics

Creating a button

```
init(text: LocalizedStringResource, textColor: Color, systemImageName:
String)
```
Creates an alarm button.

var systemImageName: String

The name of the icon you use on the button.

var textColor: Color

The color for the text on the button.

var text: LocalizedStringResource

Text to show in a label on the button.

Encoding and decoding

func encode(to: any Encoder) throws

Performs encoding to a given encoder.

init(from: any Decoder) throws

Creates an alarm button from a decoder.

Relationships

Conforms To

Decodable
Encodable
Sendable
SendableMetatype