

[UIKit / UIToolbar](#)

Class

# UIToolbar

A control that displays one or more buttons along an edge of your interface.

iOS 2.0+ | iPadOS 2.0+ | Mac Catalyst 13.1+ | visionOS 1.0+

```
@MainActor  
class UIToolbar
```

## Overview

To create toolbar items, use the [UIBarButtonItem](#) class. To add toolbar items to a toolbar, use the [setItems\(\\_:animated:\)](#) method.

Toolbar images that represent normal and highlighted states of an item derive from the image you set using the inherited [image](#) property from the [UIBarButtonItem](#) class. The toolbar's [tintColor](#) colors the image.

If you need radio button style controls, use the [UITabBar](#) class instead of [UIToolbar](#).

When the system presents the toolbar with Liquid Glass:

- Don't apply custom backgrounds or appearances to [UIToolbar](#). Instead, let the system determine the background appearance.
- Don't use [UIToolbar](#) directly when you present your view controller with a [UINavigationController](#). Instead, set [toolbarItems](#) to get system-provided transitions and animations in your toolbar.

## Note

In iOS 18 and earlier, you use the methods listed in [Customizing appearance](#) to customize the appearance of toolbars. You send the setter messages to the appearance proxy (`UIToolbar.appearance()` in Swift or `[UIToolbar appearance]` in Objective-C) to customize all toolbars, or to a specific `UIToolbar` instance. If a property is dependent on the bar metrics, specify a value for `UIBarMetrics.default` as well as for `UIBarMetrics.compact`.

## Split the toolbar's shared background

By default, the system organizes all of the buttons you provide into one grouping that shares a background in the toolbar. To split buttons into different groupings with separate shared backgrounds, add [`fixedSpace\(\)`](#) between buttons to indicate where you want to split the shared background.

For a button that finalizes or completes a task, set the button's style to [`UIBarButtonItem.Style.prominent`](#) so that the system can avoid visually grouping the button with other buttons.

## Topics

### Managing toolbar changes

`var delegate: (any UIBarToolbarDelegate)?`

The toolbar's delegate object.

`protocol UIBarToolbarDelegate`

The interface that toolbar delegate objects implement to manage the toolbar behavior.

### Configuring toolbar items

`var items: [UIBarButtonItem]?`

The items displayed on the toolbar.

`func setItems([UIBarButtonItem]?, animated: Bool)`

Sets the items on the toolbar by animating the changes.

### Customizing appearance

```
var standardAppearance: UIToolbarAppearance
```

The appearance settings to use for a standard-height toolbar.

```
var compactAppearance: UIToolbarAppearance?
```

The appearance settings to use for a compact-height toolbar.

```
var scrollEdgeAppearance: UIToolbarAppearance?
```

The appearance settings for a standard-height toolbar when the edge of scrollable content aligns with the edge of the toolbar.

```
var compactScrollEdgeAppearance: UIToolbarAppearance?
```

The appearance settings for a compact-height toolbar when the edge of any scrollable content aligns with the edge of a compact-height toolbar.

```
var isTranslucent: Bool
```

A Boolean value that indicates whether the toolbar is translucent.

≡ Legacy customizations

Customize appearance information directly on the toolbar object.

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## Relationships

### Inherits From

UIView

### Conforms To

CALayerDelegate

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCoding

NSObjectProtocol

NSTouchBarProvider

Sendable

SendableMetatype

UIAccessibilityIdentification  
UIActivityItemsConfigurationProviding  
UIAppearance  
UIAppearanceContainer  
UIBarPositioning  
UICoordinateSpace  
UIDynamicItem  
UIFocusEnvironment  
UIFocusItem  
UIFocusItemContainer  
UILargeContentViewerItem  
UIPasteConfigurationSupporting  
UIPopoverPresentationControllerSourceItem  
UIResponderStandardEditActions  
UITraitChangeObservable  
UITraitEnvironment  
UIUserActivityRestoring

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## See Also

### Bars

`class UIBarButtonItem`

An abstract superclass for items that you can add to a bar that appears at the bottom of the screen.

`class UIBarButtonItem`

A specialized button for placement on a toolbar, navigation bar, or shortcuts bar.

`class UIBarButtonItemGroup`

A group of one or more bar button items for placement on a navigation bar or shortcuts bar.

`class UINavigationBar`

Navigational controls that display in a bar along the top of the screen, usually in conjunction with a navigation controller.

`class UISearchBar`

A specialized view for receiving search-related information from the user.

`class UITabBar`

A control that displays one or more buttons in a tab bar for selecting between different subtasks, views, or modes in an app.

`class UITabBarItem`

An object that describes an item in a tab bar.

`protocol UIBarPositioning`

A set of methods for defining the positioning of bars in iOS apps.

`protocol UIBarPositioningDelegate`

A set of methods that support the positioning of a bar that conforms to the [UIBarPositioning](#) protocol.