

[SwiftUI](#) / [EnvironmentalModifier](#)

Protocol

EnvironmentalModifier

A modifier that must resolve to a concrete modifier in an environment before use.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+ | watchOS 6.0+

```
protocol EnvironmentalModifier : ViewModifier where Self.Body == Never
```

Topics

Resolving a modifier

```
func resolve(in: EnvironmentValues) -> Self.ResolvedModifier
```

Resolve to a concrete modifier in the given environment.

Required

```
associatedtype ResolvedModifier : ViewModifier
```

The type of modifier to use after being resolved.

Required

Relationships

Inherits From

[ViewModifier](#)

See Also

Modifying a view

Configuring views

Adjust the characteristics of a view by applying view modifiers.

Reducing view modifier maintenance

Bundle view modifiers that you regularly reuse into a custom view modifier.

`func modifier<T>(T) -> ModifiedContent<Self, T>`

Applies a modifier to a view and returns a new view.

`protocol ViewModifier`

A modifier that you apply to a view or another view modifier, producing a different version of the original value.

`struct EmptyModifier`

An empty, or identity, modifier, used during development to switch modifiers at compile time.

`struct ModifiedContent`

A value with a modifier applied to it.

`struct ManipulableModifier`

`struct ManipulableResponderModifier`

`struct ManipulableTransformBindingModifier`

`struct ManipulationGeometryModifier`

`struct ManipulationGestureModifier`

`struct ManipulationUsingGestureStateModifier`

`enum Manipulable`

A namespace for various manipulable related types.