

[SwiftUI](#) / EmptyModifier

## Structure

# EmptyModifier

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

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

```
@frozen
struct EmptyModifier
```

## Overview

Use the empty modifier to switch modifiers at compile time during development. In the example below, in a debug build the `Text` view inside `ContentView` has a yellow background and a red border. A non-debug build reflects the default system, or container supplied appearance.

```
struct EmphasizedLayout: ViewModifier {
    func body(content: Content) -> some View {
        content
            .background(Color.yellow)
            .border(Color.red)
    }
}

struct ContentView: View {
    var body: some View {
        Text("Hello, World!")
            .modifier(modifier)
    }
}
```

```
var modifier: some ViewModifier {  
    #if DEBUG  
        return EmphasizedLayout()  
    #else  
        return EmptyModifier()  
    #endif  
}
```

## Topics

### Creating an empty modifier

`init()`

### Getting the identity modifier

`static let identity: EmptyModifier`

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## Relationships

### Conforms To

`BitwiseCopyable`

`Copyable`

`Sendable`

`SendableMetatype`

`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 ModifiedContent
```

A value with a modifier applied to it.

```
protocol EnvironmentalModifier
```

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

```
struct ManipulableModifier
```

```
struct ManipulableResponderModifier
```

```
struct ManipulableTransformBindingModifier
```

```
struct ManipulationGeometryModifier
```

```
struct ManipulationGestureModifier
```

```
struct ManipulationUsingGestureStateModifier
```

```
enum Manipulable
```

A namespace for various manipulable related types.