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Property List Key

UIDesignRequiresCompatibility

A Boolean value that indicates whether the system runs the app using a compatibility mode for UI.

iOS 26.0+ | iPadOS 26.0+ | macOS 26.0+ | tvOS 26.0+

Details

Type

Boolean

Discussion

Warning

Temporarily use this key while reviewing and refining your app's UI for the design in the latest SDKs.

If YES, the system runs the app using a compatibility mode for UI elements. The compatibility mode displays the app as it looks when built against previous versions of the SDKs.

If NO, the system uses the UI design of the running OS, with no compatibility mode. Absence of the key, or NO, is the default value for apps linking against the latest SDKs.

See Also

Styling

UIUserInterfaceStyle

The user interface style for the app.

Name: User Interface Style

UIViewEdgeAntialiasing

A Boolean value that indicates whether Core Animation layers use antialiasing when drawing a layer that isn't aligned to pixel boundaries.

Name: Renders with edge antialiasing

UIWhitePointAdaptivityStyle

The app's white-point adaptivity style, enabled on devices with True Tone displays.

Name: White Point Adaptivity Style

UIViewGroupOpacity

A Boolean value that indicates whether Core Animation sublayers inherit the opacity of their superlayer.

Name: Renders with group opacity

UISupportsAssistiveAccess

A Boolean value that indicates if an iOS or iPadOS app supports Assistive Access.

Name: Supports Assistive Access

UISupportsFullScreenInAssistiveAccess

A Boolean value that indicates if an iOS or iPadOS app appears as full screen in Assistive Access.

Name: Supports full screen in Assistive Access

NSPrefersDisplaySafeAreaCompatibilityMode

A Boolean value that indicates whether the app prefers to run in compatibility mode when necessary.

NSAccentColorName

The name of a color in an asset catalog to use for a target's global accent color.

NSWidgetBackgroundColorName

The name of a color in an asset catalog to use for a widget's configuration interface.