

[MapKit](#) / [MapZoomStepper](#)

## Structure

# MapZoomStepper

Buttons a person uses to adjust the zoom level of the map.

MapKit | SwiftUI | Mac Catalyst 14.0+ | macOS 14.0+

```
@MainActor @preconcurrency
struct MapZoomStepper
```

## Overview

You typically use [MapZoomStepper](#) with [Map](#) as a stand alone view, as shown in the following example:

```
struct ZoomStepperTestView: View {
    @Namespace var mapScope
    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapZoomStepper(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

You can also use a MapZoomStepper in conjunction with the Map/mapControls(\_:) modifier, as show in here:

```
Map()
.mapControls {
```

```
MapZoomStepper()
```

```
}
```

# Topics

## Creating a zoom stepper

```
init(scope: Namespace.ID?)
```

Creates a new zoom stepper with the scope you specify.

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# Relationships

## Conforms To

Sendable, SendableMetatype, View

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# See Also

## Map controls

`struct MapCompass`

A view that reflects the current orientation of the associated map.

`struct MapLocationCompass`

A view that displays a combined user location button and map compass.

`struct MapPitchSlider`

A slider control that allows a person to change the pitch of the map.

`struct MapPitchToggle`

A button that sets the pitch of the associated map.

`struct MapScaleView`

Displays a legend with distance information for the associated map.

```
struct MapUserLocationButton
```

A button that sets the framing of the associated map to the user location.