

[MapKit](#) / MapUserLocationButton

## Structure

# MapUserLocationButton

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

MapKit | SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS | watchOS 10.0+

```
@MainActor @preconcurrency
struct MapUserLocationButton
```

## Overview

Use `MapUserLocationButton` in conjunction with `Map` as a stand alone view, as shown in this example:

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

You can also use `MapUserLocationButton` in conjunction with the `Map/mapControls(_:)` modifier as shown in this example:

```
Map()  
    .mapControls {  
        MapUserLocationButton()  
    }
```

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# Topics

## Creating a map user location button

`init(scope: Namespace.ID?)`

Creates a new user location button 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 MapZoomStepper`

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