SwiftUI / withAnimation(_:_:)

Function

withAnimation(_:_:)

Returns the result of recomputing the view's body with the provided animation.

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

```swift
func withAnimation<Result>(
    _ animation: Animation? = .default,
    _ body: () throws -> Result
) rethrows -> Result
```

Mentioned in

📄 Applying Liquid Glass to custom views

📄 Managing user interface state

Discussion

This function sets the given `Animation` as the `animation` property of the thread's current `Transaction`.

See Also

Adding state-based animation to an action

```
func withAnimation<Result>(Animation?, completionCriteria: Animation
CompletionCriteria, () throws -> Result, completion: () -> Void)
rethrows -> Result
```

Returns the result of recomputing the view's body with the provided animation, and runs the completion when all animations are complete.

```
struct AnimationCompletionCriteria
```

The criteria that determines when an animation is considered finished.

```
struct Animation
```

The way a view changes over time to create a smooth visual transition from one state to another.