

[SwiftUI](#) / ManipulationGeometryModifier

Structure

ManipulationGeometryModifier

visionOS 26.0+

```
@MainActor @preconcurrency
struct ManipulationGeometryModifier
```

Relationships

Conforms To

Copyable, 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 EmptyModifier
```

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

```
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 ManipulationGestureModifier
```

```
struct ManipulationUsingGestureStateModifier
```

```
enum Manipulable
```

A namespace for various manipulable related types.