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Structure

AlarmPresentation.Alert

An object that describes the UI of the alert that appears when an alarm fires.

iOS 26.0+ | iPadOS 26.0+

```
struct Alert
```

Overview

Alert configures the title and buttons in the alarm UI. Use this object to define your alarm button behaviors. The code snippet below describes how to configure an Alert button.

```
let alert = AlarmPresentation.Alert(title: "Eggs are ready!",
    stopButton: AlarmButton(text: "Stop", textColor: .blue, systemImageName: "stop.circle"),
    secondaryButton: AlarmButton(text: "Repeat", textColor: .blue, systemImageName: "repeat.circle"),
    secondaryButtonBehavior: .countdown)
```

Topics

Creating a button

```
init(title: LocalizedStringResource, stopButton: AlarmButton, secondaryButton: AlarmButton?, secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?)
```

Creates an alert for an alarm.

Deprecated

~~var stopButton: AlarmButton~~

The appearance of the stop button.

Deprecated

var title: LocalizedStringResource

The title of the alert.

Creating a second button

var secondaryButton: AlarmButton?

The appearance of the secondary button.

var secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?

The behavior of the second button.

enum SecondaryButtonBehavior

Describes the behaviour of the second button.

Initializers

init(title: LocalizedStringResource, secondaryButton: AlarmButton?, secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?)

Creates an alert for an alarm, with a system-provided stop control and optionally a second button.

Relationships

Conforms To

Decodable

Encodable

Sendable

SendableMetatype

See Also

Describing an alarm state

`struct Countdown`

An object that describes the content required for the countdown UI.

`struct Paused`

An object that describes the content required for the paused UI.