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Structure

PresentationComponent

A component that presents a SwiftUI modal presentation from a RealityKit entity.

RealityKit | SwiftUI | visionOS 26.0+

```
struct PresentationComponent
```

Topics

Structures

```
struct Configuration
```

A configuration that specifies the modality, appearance, and behavior of the presentation.

Initializers

```
init<Content>(configuration: PresentationComponent.Configuration,  
content: Content)
```

Present content using modality and options specified by `configuration`. A component created using this method will have its `isPresented` property default to `true`, which means it will present as soon as an entity with the component is added to the hierarchy.

```
init<Content>(isPresented: Binding<Bool>, configuration: Presentation  
Component.Configuration, content: Content)
```

Present content when a binding that you provide is `true`, using modality and options specified by `configuration`.

Instance Properties

`var isPresented: Bool`

A boolean value that indicates whether the content is presented.

Relationships

Conforms To

Component, TransientComponent

See Also

SwiftUI view attachments

`struct RealityViewAttachmentBuilderContent`

A view that gathers the attachment content for your current reality view.

`struct Attachment`

An attachment content you can use to gather an identifier and view.

`struct RealityViewAttachments`

The attachments that belong to a RealityView.

`class ViewAttachmentEntity`

An entity that has a view attachment.

`struct ViewAttachmentComponent`

A component containing additional information about a view attachment entity provided via the `entity(for:)` function.

`struct TextComponent`

A component that draws 2D text at an entity's location.