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Instance Property

isAvailable

A convenience getter to check if the system is entirely ready.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | visionOS 26.0+

```
final var isAvailable: Bool { get }
```

See Also

Checking model availability

```
var availability: SystemLanguageModel.Availability
```

The availability of the language model.

```
enum Availability
```

The availability status for a specific system language model.