

[SwiftUI](#) / Manipulable

Enumeration

Manipulable

A namespace for various manipulable related types.

visionOS 26.0+

```
enum Manipulable
```

Topics

Structures

`struct Event`

Describes an event generated during a manipulation gesture.

`struct GestureState`

Describes the state of a manipulation gesture.

`struct Inertia`

Describes inertia of a view that defines how much a view resists being manipulated.

`struct InputDevice`

Describes an input device like a hand or a trackpad.

`struct Operation`

Describes an operation applied to a view when a person is manipulating a view.

Relationships

Conforms To

Sendable, SendableMetatype

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 ManipulationGeometryModifier
```

```
struct ManipulationGestureModifier
```

```
struct ManipulationUsingGestureStateModifier
```