

[SwiftUI](#) / [EnvironmentValues](#) / `textSelectionAffinity`

Instance Property

textSelectionAffinity

A representation of the direction or association of a selection or cursor relative to a text character. This concept becomes much more prominent when dealing with bidirectional text (text that contains both LTR and RTL scripts, like English and Arabic combined).

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+ | watchOS 11.0+

```
var textSelectionAffinity: TextSelectionAffinity { get set }
```

Discussion

You can configure the selection affinity on a given hierarchy by using the [textSelectionAffinity\(_:_:\)](#) modifier.

See Also

Selecting text

```
func textSelection<S>(S) -> some View
```

Controls whether people can select text within this view.

```
protocol TextSelectability
```

A type that describes the ability to select text.

```
struct TextSelection
```

Represents a selection of text.

```
func textSelectionAffinity(TextSelectionAffinity) -> some View
```

Sets the direction of a selection or cursor relative to a text character.

```
enum TextSelectionAffinity
```

A representation of the direction or association of a selection or cursor relative to a text character. This concept becomes much more prominent when dealing with bidirectional text (text that contains both LTR and RTL scripts, like English and Arabic combined).

```
struct AttributedTextSelection
```

Represents a selection of attributed text.