

[MapKit](#) / [MapCompass](#)

Structure

MapCompass

A view that reflects the current orientation of the associated map.

MapKit | SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS | watchOS 10.0+

```
@MainActor @preconcurrency
struct MapCompass
```

Overview

You can use MapCompass with a [Map](#) as a stand alone view, as shown in the following example:

```
struct CompassButtonTestView: View {
    @Namespace var mapScope
    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapCompass(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

You can also use MapCompass with the `Map/mapControls(_:_)` modifier, as shown below:

```
Map()
    .mapControls {
        MapCompass()
```

}

Tapping the compass reorients the map so that North is at the top of the [Map](#) view.

Topics

Creating a map compass

`init(scope: Namespace.ID?)`

Creates a new map compass with the scope you specify.

Relationships

Conforms To

`Sendable`, `SendableMetatype`, `View`

See Also

Map controls

`struct MapLocationCompass`

A view that displays a combined user location button and map compass.

`struct MapPitchSlider`

A slider control that allows a person to change the pitch of the map.

`struct MapPitchToggle`

A button that sets the pitch of the associated map.

`struct MapScaleView`

Displays a legend with distance information for the associated map.

`struct MapUserLocationButton`

A button that sets the framing of the associated map to the user location.

```
struct MapZoomStepper
```

Buttons a person uses to adjust the zoom level of the map.