

[SwiftUI](#) / [View](#) / `modifier(_:)`

Instance Method

modifier(_:)

Applies a modifier to a view and returns a new view.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+ | watchOS 6.0+

`nonisolated`

```
func modifier<T>(_ modifier: T) -> ModifiedContent<Self, T>
```

Parameters

`modifier`

The modifier to apply to this view.

Mentioned in

 Reducing view modifier maintenance

Discussion

Use this modifier to combine a [View](#) and a [ViewModifier](#), to create a new view. For example, if you create a view modifier for a new kind of caption with blue text surrounded by a rounded rectangle:

```
struct BorderedCaption: ViewModifier {
    func body(content: Content) -> some View {
        content
            .font(.caption2)
            .padding(10)
```

```
.overlay(  
    RoundedRectangle(cornerRadius: 15)  
        .stroke(lineWidth: 1)  
)  
.foregroundColor(Color.blue)  
}  
}
```

You can use modifier(_ :) to extend View to create new modifier for applying the Bordered Caption defined above:

```
extension View {  
    func borderedCaption() -> some View {  
        modifier(BorderedCaption())  
    }  
}
```

Then you can apply the bordered caption to any view:

```
Image(systemName: "bus")  
    .resizable()  
    .frame(width:50, height:50)  
Text("Downtown Bus")  
    .borderedCaption()
```



Downtown Bus

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.

`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
```

```
enum Manipulable
```

A namespace for various manipulable related types.