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Instance Method

preferredWindowClippingMargins(_:_:)

Requests additional margins for drawing beyond the bounds of the window.

visionOS 26.0+

```
@MainActor @preconcurrency
func preferredWindowClippingMargins(
    _ edges: Edge3D.Set = .all,
    _ length: CGFloat?
) -> some View
```

[Show all declarations](#) ⊕

Parameters

edges

The edges that should receive margins.

length

The amount of margin requested on each specified edge.

Discussion

This modifier will only have an effect on windows with a `.volumetric` window style.

A window's bounds are based on its content, and resizable by dragging the corners. By default, the system clips any content that draws beyond the bounds. This modifier requests additional space for drawing outside the window's bounds. Use this space to render extra visual effects that enhance the impact of your app. This content does not receive events, and may be clipped by the system at any time.

The additional margins granted by this modifier are not guaranteed, and the system may update or reduce them. Any time the system updates the current margins, it will update the window `ClippingMargins` value in the environment.

If multiple views request margins, the scene's preferred margins will be the maximum preferred value for each face. For example, if one view wants a leading margin of 400 and another view a trailing margin of 400, the scene will request both a leading and trailing margin of 400. If one view requests a leading margin of 200 and another view a leading margin of 300, the scene will request 300.