

[AlarmKit](#) / Alarm

Structure

Alarm

An object that describes an alarm that can alert once or on a repeating schedule.

iOS 26.0+ | iPadOS 26.0+

```
struct Alarm
```

Overview

The following is an example of a 10 second timer:

```
let configuration = AlarmManager.AlarmConfiguration(countdownDuration:
Alarm.CountdownDuration(preAlert: 10, postAlert: 10),
schedule: nil,
attributes: attributes,
secondaryIntent: repeatIntent,
sound: .default)
```

The following is an example of an alarm that includes a 9 minute snooze option and plays the default sound:

```
let configuration = AlarmManager.AlarmConfiguration(countdownDuration:
Alarm.CountdownDuration(preAlert: nil, postAlert: 9 * 60),
schedule: .relative(schedule),
attributes: attributes,
secondaryIntent: snoozeIntent,
sound: .default)
```

Topics

Defining a countdown duration

```
struct CountdownDuration
```

An object that defines the durations used in an alarm that has a countdown.

```
var countdownDuration: Alarm.CountdownDuration?
```

The time left before an alert, in seconds.

```
var id: UUID
```

The unique identifier of the alarm.

```
enum State
```

An enum that lists all possible states of an alarm.

```
var state: Alarm.State
```

The current state of the alarm.

Setting an alarm schedule

```
enum Schedule
```

A list of all types of schedules that the framework supports.

```
var schedule: Alarm.Schedule?
```

The schedule determines when the alarm alerts.

Relationships

Conforms To

Decodable

Encodable

Identifiable

Sendable

See Also

Alarm management

`{}` [Scheduling an alarm with AlarmKit](#)

Create prominent alerts at specified dates for your iOS app.

`class` [AlarmManager](#)

An object that exposes functions to work with alarms: scheduling, snoozing, cancelling.