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Protocol

TextSelectability

A type that describes the ability to select text.

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | visionOS 1.0+

```
protocol TextSelectability
```

Overview

To configure whether people can select text in your app, use the `textSelection(_:) modifier`, passing in a text selectability value like `enabled` or `disabled`.

Topics

Getting selectability options

```
static var enabled: EnabledTextSelectability
```

A selectability value that enables text selection by a person using your app.

```
static var disabled: DisabledTextSelectability
```

A selectability value that disables text selection by the person using your app.

Specifying selectability

```
static var allowsSelection: Bool
```

A Boolean value that indicates whether the selectability type allows selection.

Required

Supporting types

`struct EnabledTextSelectability`

A selectability type that enables text selection by the person using your app.

`struct DisabledTextSelectability`

A selectability type that disables text selection by the person using your app.

Relationships

Conforming Types

`DisabledTextSelectability, EnabledTextSelectability`

See Also

Selecting text

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

Controls whether people can select text within this view.

`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.

`var textSelectionAffinity: 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).

`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.