Instance Property

autosaveEnabled

A Boolean value that indicates whether the context should automatically save any pending changes when certain events occur.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst 17.0+ | macOS 14.0+ | tvOS 17.0+ | visionOS 1.0+ | watchOS 10.0+ | Swift 5.9+

```swift
var autosaveEnabled: Bool { get set }
```

Mentioned in

▤ Preserving your app's model data across launches

Discussion

When `true`, the context calls `save()` after you make changes to any inserted or registered models. The context also calls `save()` at various times during the lifecycle of windows, scenes, views, and sheets.

The default value is `false`. SwiftData automatically sets this property to `true` for the model container's `mainContext`.

See Also

Persisting unsaved changes

```
func save() throws
```

Writes any pending inserts, changes, and deletes to the persistent storage.

```
func transaction(block: () throws -> Void) throws
```

Runs the provided closure, and once it finishes, writes any pending inserts, changes, and deletes to the persistent storage.

```
func rollback()
```

Discards pending inserts and deletes, restores changed models to their most recent committed state, and empties the undo stack.