

[SwiftUI](#) / [View](#) / `toolbar(content:)`

Instance Method

toolbar(content:)

Populates the toolbar or navigation bar with the specified items.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+ | watchOS 7.0+

```
nonisolated
func toolbar<Content>(@ToolbarContent
Builder content: () -> Content) -> some View where Content : ToolbarContent
```

Show all declarations 

Parameters

content

The items representing the content of the toolbar.

Discussion

Use this method to populate a toolbar with a collection of views that you provide to a toolbar view builder.

The toolbar modifier expects a collection of toolbar items which you can provide either by supplying a collection of views with each view wrapped in a [ToolbarItem](#), or by providing a collection of views as a [ToolbarItemGroup](#). The example below uses a collection of [ToolbarItem](#) views to create a macOS toolbar that supports text editing features:

```
struct StructToolbarItemGroupView: View {
    @State private var text = ""
    @State private var bold = false
    @State private var italic = false
    @State private var fontSize = 12.0
```

```
var displayFont: Font {
    let font = Font.system(size: CGFloat(fontSize),
                           weight: bold == true ? .bold : .regular)
    return italic == true ? font.italic() : font
}

var body: some View {
    TextEditor(text: $text)
        .font(displayFont)
        .toolbar {
            ToolbarItemGroup {
                Slider(
                    value: $fontSize,
                    in: 8...120,
                    minimumValueLabel:
                        Text("A").font(.system(size: 8)),
                    maximumValueLabel:
                        Text("A").font(.system(size: 16)))
            ) {
                Text("Font Size (\(Int(fontSize)))")
            }
            .frame(width: 150)
            Toggle(isOn: $bold) {
                Image(systemName: "bold")
            }
            Toggle(isOn: $italic) {
                Image(systemName: "italic")
            }
        }
    }
    .navigationTitle("My Note")
}
```

Hello, World!

Although it's not mandatory, wrapping a related group of toolbar items together in a [ToolbarItemGroup](#) provides a one-to-one mapping between controls and toolbar items which results in the correct layout and spacing on each platform. For design guidance on toolbars, see [Toolbars](#) in the Human Interface Guidelines.

See Also

Populating a toolbar

`struct ToolbarItem`

A model that represents an item which can be placed in the toolbar or navigation bar.

`struct ToolbarItemGroup`

A model that represents a group of `ToolbarItems` which can be placed in the toolbar or navigation bar.

```
struct ToolbarItemPlacement
```

A structure that defines the placement of a toolbar item.

```
protocol ToolbarContent
```

Conforming types represent items that can be placed in various locations in a toolbar.

```
struct ToolbarContentBuilder
```

Constructs a toolbar item set from multi-expression closures.

```
struct ToolbarSpacer
```

A standard space item in toolbars.

```
struct DefaultToolbarItem
```

A toolbar item that represents a system component.