

[SwiftUI](#) / [Windows](#) / Bringing multiple windows to your SwiftUI app

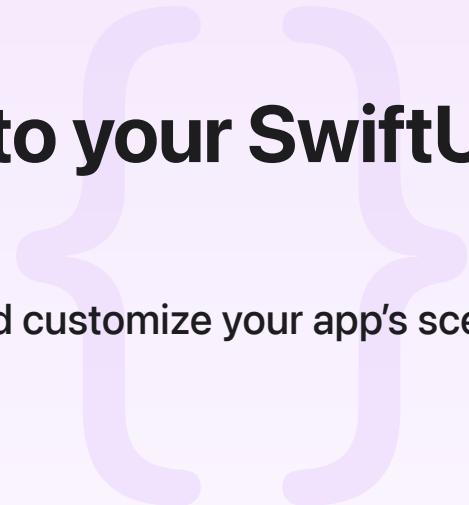
Sample Code

Bringing multiple windows to your SwiftUI app

Compose rich views by reacting to state changes and customize your app's scene presentation and behavior on iPadOS and macOS.

[Download](#)

macOS 13.0+ | Xcode 14.2+



Overview

Note

This sample code project is associated with WWDC22 session [10061: Bring multiple windows to your SwiftUI app](#).

Configure the sample code project

Before you run the sample code project in Xcode:

- To run the sample on an iOS device or Mac, make sure you select your team in the Signing & Capabilities tab in each target's settings.

See Also

Essentials

{} Customizing window styles and state-restoration behavior in macOS

Configure how your app's windows look and function in macOS to provide an engaging and more coherent experience.