

[MapKit](#) / [MapLocationCompass](#)

Structure

MapLocationCompass

A view that displays a combined user location button and map compass.

MapKit | SwiftUI | watchOS 10.0+

```
@MainActor @preconcurrency
struct MapLocationCompass
```

Overview

In watchOS 10 and later, this view displays a combined [MapUserLocationButton](#) and [MapCompass](#) control. When the map camera has a heading of zero (where north is up), this view shows the user location button. When the map camera is in a rotated state, it shows a compass.

Use `MapLocationCompass` in conjunction with [Map](#) as a standalone view, as shown in this example:

```
struct LocationCompassTestView: View {
    @Namespace var mapScope

    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapLocationCompass(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

You can also use MapLocationCompass in conjunction with the mapControls(_:) modifier.

For example:

```
Map()
    .mapControls {
        MapLocationCompass()
    }
```

Topics

Creating a map location compass

```
init(scope: Namespace.ID?)
```

Creates a new map location compass with the provided scope.

Relationships

Conforms To

Sendable, SendableMetatype, View

See Also

Map controls

```
struct MapCompass
```

A view that reflects the current orientation of the associated map.

```
struct MapPitchSlider
```

A slider control that allows a person to change the pitch of the map.

```
struct MapPitchToggle
```

A button that sets the pitch of the associated map.

```
struct MapScaleView
```

Displays a legend with distance information for the associated map.

```
struct MapUserLocationButton
```

A button that sets the framing of the associated map to the user location.

```
struct MapZoomStepper
```

Buttons a person uses to adjust the zoom level of the map.