

[SwiftUI](#) / EnvironmentalModifier

## Protocol

# EnvironmentalModifier

A modifier that must resolve to a concrete modifier in an environment before use.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+ | watchOS 6.0+

```
protocol EnvironmentalModifier : ViewModifier where Self.Body == Never
```

## Topics

### Resolving a modifier

```
func resolve(in: EnvironmentValues) -> Self.ResolvedModifier
```

Resolve to a concrete modifier in the given environment.

Required

```
associatedtype ResolvedModifier : ViewModifier
```

The type of modifier to use after being resolved.

Required

## Relationships

### Inherits From

ViewModifier

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# See Also

## Modifying a view



### Configuring views

Adjust the characteristics of a view by applying view modifiers.



### Reducing view modifier maintenance

Bundle view modifiers that you regularly reuse into a custom view modifier.

```
func modifier<T>(T) -> ModifiedContent<Self, T>
```

Applies a modifier to a view and returns a new view.

```
protocol ViewModifier
```

A modifier that you apply to a view or another view modifier, producing a different version of the original value.

```
struct EmptyModifier
```

An empty, or identity, modifier, used during development to switch modifiers at compile time.

```
struct ModifiedContent
```

A value with a modifier applied to it.

```
struct ManipulableModifier
```

```
struct ManipulableResponderModifier
```

```
struct ManipulableTransformBindingModifier
```

```
struct ManipulationGeometryModifier
```

```
struct ManipulationGestureModifier
```

```
struct ManipulationUsingGestureStateModifier
```

```
enum Manipulable
```

A namespace for various manipulable related types.