Type Property

layerClass

Returns the class used to create the layer for instances of this class.

iOS 2.0+ | iPadOS 2.0+ | Mac Catalyst 13.1+ | tvOS | visionOS 1.0+

```
@MainActor
class var layerClass: AnyClass { get }
```

Return Value

The class used to create the view's Core Animation layer.

Discussion

This method returns the CALayer class object by default. Subclasses can override this method and return a different layer class as needed. For example, if your view uses tiling to display a large scrollable area, you might want to override this property and return the CATiledLayer class, as shown in the following code.

```
override class var layerClass : AnyClass {
    return CATiledLayer.self
}
```

This method is called only once early in the creation of the view in order to create the corresponding layer object.

See Also

Configuring a view's visual appearance

`var backgroundColor: UIColor?`

The view's background color.

`var isHidden: Bool`

A Boolean value that determines whether the view is hidden.

`var alpha: CGFloat`

The view's alpha value.

`var isOpaque: Bool`

A Boolean value that determines whether the view is opaque.

`var tintColor: UIColor!`

The first nondefault tint color value in the view's hierarchy, ascending from and starting with the view itself.

`var tintAdjustmentMode: UIView.TintAdjustmentMode`

The first non-default tint adjustment mode value in the view's hierarchy, ascending from and starting with the view itself.

`var clipsToBounds: Bool`

A Boolean value that determines whether subviews are confined to the bounds of the view.

`var clearsContextBeforeDrawing: Bool`

A Boolean value that determines whether the view's bounds should be automatically cleared before drawing.

`var mask: UIView?`

An optional view whose alpha channel is used to mask a view's content.

`var layer: CALayer`

The view's Core Animation layer to use for rendering.