

[AlarmKit](#) / [AlarmPresentation](#) / `AlarmPresentation.Alert`

## Structure

# AlarmPresentation.Alert

An object that describes the UI of the alert that appears when an alarm fires.

iOS 26.0+ | iPadOS 26.0+

```
struct Alert
```

## Overview

`Alert` configures the title and buttons in the alarm UI. Use this object to define your alarm button behaviors. The code snippet below describes how to configure an `Alert` button.

```
let alert = AlarmPresentation.Alert(title: "Eggs are ready!",  
    stopButton: AlarmButton(text: "Stop", textColor: .blue, systemImageName: "stop"),  
    secondaryButton: AlarmButton(text: "Repeat", textColor: .blue, systemImageName: "repeat"),  
    secondaryButtonBehavior: .countdown)
```

## Topics

### Creating a button

```
init(title: LocalizedStringResource, stopButton: AlarmButton, secondaryButton: AlarmButton?, secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?)
```

Creates an alert for an alarm.

Deprecated

```
var stopButton: AlarmButton
```

The appearance of the stop button.

Deprecated

```
var title: LocalizedStringResource
```

The title of the alert.

## Creating a second button

```
var secondaryButton: AlarmButton?
```

The appearance of the secondary button.

```
var secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?
```

The behavior of the second button.

```
enum SecondaryButtonBehavior
```

Describes the behaviour of the second button.

## Initializers

```
init(title: LocalizedStringResource, secondaryButton: AlarmButton?,  
secondaryButtonBehavior: AlarmPresentation.Alert.SecondaryButtonBehavior?)
```

Creates an alert for an alarm, with a system-provided stop control and optionally a second button.

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## Relationships

### Conforms To

Decodable

Encodable

Sendable

SendableMetatype

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## See Also

### Describing an alarm state

`struct Countdown`

An object that describes the content required for the countdown UI.

`struct Paused`

An object that describes the content required for the paused UI.