

[RealityKit](#) / [PresentationComponent](#)

## Structure

# PresentationComponent

A component that presents a SwiftUI modal presentation from a RealityKit entity.

RealityKit | SwiftUI | visionOS 26.0+

```
struct PresentationComponent
```

## Topics

### Structures

```
struct Configuration
```

A configuration that specifies the modality, appearance, and behavior of the presentation.

### Initializers

```
init<Content>(configuration: PresentationComponent.Configuration,  
content: Content)
```

Present content using modality and options specified by `configuration`. A component created using this method will have its `isPresented` property default to `true`, which means it will present as soon as an entity with the component is added to the hierarchy.

```
init<Content>(isPresented: Binding<Bool>, configuration: Presentation  
Component.Configuration, content: Content)
```

Present content when a binding that you provide is `true`, using modality and options specified by `configuration`.

## Instance Properties

```
var isPresented: Bool
```

A boolean value that indicates whether the content is presented.

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## Relationships

### Conforms To

Component, TransientComponent

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## See Also

### SwiftUI view attachments

```
struct RealityViewAttachmentBuilderContent
```

A view that gathers the attachment content for your current reality view.

```
struct Attachment
```

An attachment content you can use to gather an identifier and view.

```
struct RealityViewAttachments
```

The attachments that belong to a RealityView.

```
class ViewAttachmentEntity
```

An entity that has a view attachment.

```
struct ViewAttachmentComponent
```

A component containing additional information about a view attachment entity provided via the [entity\(for:\)](#) function.

```
struct TextComponent
```

A component that draws 2D text at an entity's location.