Structure

ManipulationUsingGestureStateModifier

visionOS 26.0+

```
nonisolated
struct ManipulationUsingGestureStateModifier
```

Relationships

Conforms To

ViewModifier

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.

protocol EnvironmentalModifier

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

struct ManipulableModifier

struct ManipulableResponderModifier

struct ManipulableTransformBindingModifier

struct ManipulationGeometryModifier

struct ManipulationGestureModifier

enum Manipulable

A namespace for various manipulable related types.