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## Structure

# MapUserLocationButton

A button that sets the framing of the associated map to the user location.

MapKit | SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS | watchOS 10.0+

```
@MainActor @preconcurrency
struct MapUserLocationButton
```

## Overview

Use `MapUserLocationButton` in conjunction with [Map](#) as a stand alone view, as shown in this example:

```
struct LocationButtonTestView: View {
    @Namespace var mapScope
    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapUserLocationButton(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

You can also use `MapUserLocationButton` in conjunction with the `Map/mapControls(_:_)` modifier as shown in this example:

```
Map()  
  .mapControls {  
    MapUserLocationButton()  
  }
```

# Topics

## Creating a map user location button

`init(scope: Namespace.ID?)`

Creates a new user location button with the scope you specify.

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# Relationships

## Conforms To

Sendable, SendableMetatype, View

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# See Also

## Map controls

`struct MapCompass`

A view that reflects the current orientation of the associated map.

`struct MapLocationCompass`

A view that displays a combined user location button and map compass.

`struct MapPitchSlider`

A slider control that allows a person to change the pitch of the map.

`struct MapPitchToggle`

A button that sets the pitch of the associated map.

```
struct MapScaleView
```

Displays a legend with distance information for the associated map.

```
struct MapZoomStepper
```

Buttons a person uses to adjust the zoom level of the map.