

[UIKit](#) / NSGlassEffectView

Class

NSGlassEffectView

A view that embeds its content view in a dynamic glass effect.

macOS 26.0+

```
@MainActor
class NSGlassEffectView
```

Topics

Instance Properties

`var contentView: NSView?`

The view to embed in glass.

`var cornerRadius: CGFloat`

The amount of curvature for all corners of the glass.

`var style: NSGlassEffectView.Style`

The style of glass this view uses.

`var tint_color: NSColor?`

The color the glass effect view uses to tint the background and glass effect toward.

Enumerations

`enum Style`

Relationships

Inherits From

NSView

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSAccessibilityElementProtocol
NSAccessibilityProtocol
NSAnimatablePropertyContainer
NSAppearanceCustomization
NSCoding
NSDraggingDestination
NSObjectProtocol
NSStandardKeyBindingResponding
NSTouchBarProvider
NSUserActivityRestoring
NSUserInterfaceItemIdentification
Sendable
SendableMetatype

See Also

Liquid Glass effects

`class` NSGlassEffectContainerView

A view that efficiently merges descendant glass effect views together when they are within a specified proximity to each other.