Structure

# MapStyle

A style that you can apply to a map.

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

```
struct MapStyle
```

# Topics

## Creating map styles

```
static func hybrid(elevation: MapStyle.Elevation, pointsOfInterest:
PointOfInterestCategories, showsTraffic: Bool) -> MapStyle
```

Creates a hybrid map style that includes the elevation, point of interest, and traffic characteristics you specify.

```
static func imagery(elevation: MapStyle.Elevation) -> MapStyle
```

Creates a map style based on satellite imagery with the elevation characteristics you specify.

```
static func standard(elevation: MapStyle.Elevation, emphasis: MapStyle.
StandardEmphasis, pointsOfInterest: PointOfInterestCategories, shows
Traffic: Bool) -> MapStyle
```

Creates a standard map style that includes the elevation, point of interest, and traffic characteristics you specify.

```
struct Elevation
```

Values you use to determine whether a map renders elevation.

struct StandardEmphasis

    Values that control how the framework emphasizes map features.

## Map styles

static var hybrid: MapStyle

    A map style that represents a satellite image of the area, including the paths of roads with their names layered on top.

static var imagery: MapStyle

    A map style that represents a satellite image of the area the map displays.

static var standard: MapStyle

    A map style that represents the default map presentation, which is a street map that shows the position of all roads and some road names, depending upon the zoom level of the map.

# See Also

## Essentials

struct Map

    A view that displays an embedded map interface.