

[UIKit](#) / [UIToolbar](#)

Class

UIToolbar

A control that displays one or more buttons along an edge of your interface.

iOS 2.0+ | iPadOS 2.0+ | Mac Catalyst 13.1+ | visionOS 1.0+

```
@MainActor
class UIToolbar
```

Overview

To create toolbar items, use the [UIBarButtonItem](#) class. To add toolbar items to a toolbar, use the [setItems\(_:animated:\)](#) method.

Toolbar images that represent normal and highlighted states of an item derive from the image you set using the inherited [image](#) property from the [UIBarItem](#) class. The toolbar's [tintColor](#) colors the image.

If you need radio button style controls, use the [UITabBar](#) class instead of [UIToolbar](#).

When the system presents the toolbar with Liquid Glass:

- Don't apply custom backgrounds or appearances to [UIToolbar](#). Instead, let the system determine the background appearance.
- Don't use [UIToolbar](#) directly when you present your view controller with a [UINavigationController](#). Instead, set [toolbarItems](#) to get system-provided transitions and animations in your toolbar.

Note

In iOS 18 and earlier, you use the methods listed in [Customizing appearance](#) to customize the appearance of toolbars. You send the setter messages to the appearance proxy (`UIToolbar.appearance()` in Swift or `[UIToolbar appearance]` in Objective-C) to customize all toolbars, or to a specific `UIToolbar` instance. If a property is dependent on the bar metrics, specify a value for [UIBarMetrics.default](#) as well as for [UIBarMetrics.compact](#).

Split the toolbar’s shared background

By default, the system organizes all of the buttons you provide into one grouping that shares a background in the toolbar. To split buttons into different groupings with separate shared backgrounds, add `fixedSpace()` between buttons to indicate where you want to split the shared background.

For a button that finalizes or completes a task, set the button’s style to [UIBarButtonItem.Style.prominent](#) so that the system can avoid visually grouping the button with other buttons.

Topics

Managing toolbar changes

```
var delegate: (any UIToolbarDelegate)?
```

The toolbar’s delegate object.

```
protocol UIToolbarDelegate
```

The interface that toolbar delegate objects implement to manage the toolbar behavior.

Configuring toolbar items

```
var items: [UIBarButtonItem]?
```

The items displayed on the toolbar.

```
func setItems([UIBarButtonItem]?, animated: Bool)
```

Sets the items on the toolbar by animating the changes.

Customizing appearance

`var standardAppearance: UIToolbarAppearance`

The appearance settings to use for a standard-height toolbar.

`var compactAppearance: UIToolbarAppearance?`

The appearance settings to use for a compact-height toolbar.

`var scrollEdgeAppearance: UIToolbarAppearance?`


The appearance settings for a standard-height toolbar when the edge of scrollable content aligns with the edge of the toolbar.

`var compactScrollEdgeAppearance: UIToolbarAppearance?`

The appearance settings for a compact-height toolbar when the edge of any scrollable content aligns with the edge of a compact-height toolbar.

`var isTranslucent: Bool`

A Boolean value that indicates whether the toolbar is translucent.

 Legacy customizations

Customize appearance information directly on the toolbar object.

Relationships

Inherits From

UIView

Conforms To

CALayerDelegate

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCoding

NSObjectProtocol

NSTouchBarProvider

Sendable

SendableMetatype

UIAccessibilityIdentification
UIActivityItemsConfigurationProviding
UIAppearance
UIAppearanceContainer
UIBarPositioning
UICoordinateSpace
UIDynamicItem
UIFocusEnvironment
UIFocusItem
UIFocusItemContainer
UILargeContentViewerItem
UIPasteConfigurationSupporting
UIPopoverPresentationControllerSourceItem
UIResponderStandardEditActions
UITraitChangeObservable
UITraitEnvironment
UIUserActivityRestoring

See Also

Bars

`class` UIBarItem

An abstract superclass for items that you can add to a bar that appears at the bottom of the screen.

`class` UIBarButtonItem

A specialized button for placement on a toolbar, navigation bar, or shortcuts bar.

`class` UIBarButtonItemGroup

A group of one or more bar button items for placement on a navigation bar or shortcuts bar.

`class` UINavigationController

Navigational controls that display in a bar along the top of the screen, usually in conjunction with a navigation controller.

`class` UISearchBar

A specialized view for receiving search-related information from the user.

`class UITabBar`

A control that displays one or more buttons in a tab bar for selecting between different subtasks, views, or modes in an app.

`class UITabBarItem`

An object that describes an item in a tab bar.

`protocol UIBarPositioning`

A set of methods for defining the positioning of bars in iOS apps.

`protocol UIBarPositioningDelegate`

A set of methods that support the positioning of a bar that conforms to the UIBar Positioning protocol.