

[MapKit](#) / MapPitchToggle

## Structure

# MapPitchToggle

A button that sets the pitch of the associated map.

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

```
@MainActor @preconcurrency
struct MapPitchToggle
```

## Overview

The `MapPitchToggle` control sets the pitch of the associated map to a pleasing angle if flat, or returns the map to flat if pitched.

You can use this control in conjunction with [Map](#) as a standalone view, as this example shows:

```
struct MyMapView: View {
    @Namespace var mapScope

    var body: some View {
        VStack {
            Map(scope: mapScope)
            MapPitchToggle(scope: mapScope)
        }
        .mapScope(mapScope)
    }
}
```

Alternatively, use `MapPitchToggle` in conjunction with the `mapControls(_:)` modifier. For example:

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

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# Topics

## Creating a map pitch toggle

`init(scope: Namespace.ID?)`

Creates a new map pitch toggle control with the provided scope.

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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 MapScaleView`

Displays a legend with distance information for the associated map.

`struct MapUserLocationButton`

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

`struct MapZoomStepper`

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