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Instance Method

focusedSceneValue(_:)

Sets the focused value for the given object type at a scene-wide scope.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst 17.0+ | macOS 14.0+ | tvOS 17.0+ | visionOS 1.0+ | watchOS 10.0+

`nonisolated`

```
func focusedSceneValue<T>(_ object: T?) -> some View where T : AnyObject, T : Obser
```

Mentioned in

 Building and customizing the menu bar with SwiftUI

Discussion

Important

This initializer only accepts objects conforming to the `Observable` protocol. For reading environment objects that conform to `ObservableObject`, use `focusedObject(_:_:)`, instead.

To read this value, use the `FocusedValue` property wrapper.

See Also

[Exposing value types to focused views](#)

```
func focusedValue<T>(T?) -> some View
```

Sets the focused value for the given object type.

```
func focusedValue(_:_:)
```

Modifies this view by injecting a value that you provide for use by other views whose state depends on the focused view hierarchy.

```
func focusedSceneValue(_:_:)
```

Modifies this view by injecting a value that you provide for use by other views whose state depends on the focused scene.

```
struct FocusedValues
```

A collection of state exported by the focused scene or view and its ancestors.