

[AlarmKit](#) / [AlarmAttributes](#)

Structure

AlarmAttributes

An object that contains all information necessary for the alarm UI.

iOS 26.0+ | iPadOS 26.0+

```
struct AlarmAttributes<Metadata> where Metadata : AlarmMetadata
```

Overview

Provide all the information for the alarm up-front. At widget archiving time, the widget extension can choose which state to provide based on the mode in the [AlarmPresentationState](#) activity content state payload. The following example defines the attributes for the alarm UI.

```
let attributes = AlarmAttributes(presentation: presentation,  
metadata: metadata,  
tintColor: Color.white)
```

Topics

Creating an alarm attribute

```
init(presentation: AlarmPresentation, metadata: Metadata?, tintColor: Color)
```

Creates an instance of an alarm UI.

```
var tintColor: Color
```

The tint color applied to the templated UI.

```
var presentation: AlarmPresentation
```

The content required for the various states of the UI.

```
var metadata: Metadata?
```

The additional data you can include in your attributes.

```
typealias ContentState
```

The type alias for the structure that describes the content of an alarm.

Decoding and encoding

```
init(from: any Decoder) throws
```

Creates an instance from the given decoder.

```
func encode(to: any Encoder) throws
```

Performs encoding of the value using the given encoder.

Relationships

Conforms To

ActivityAttributes

Decodable

Encodable

Sendable

SendableMetatype

See Also

Views

```
struct AlarmPresentation
```

An object that describes the content required for the alarm UI.

```
struct AlarmPresentationState
```

An object that describes the mutable content of the alarm.

```
protocol AlarmMetadata
```

A metadata object that contains information about an alarm.