

[SwiftUI](#) / ManipulationGeometryModifier

Structure

ManipulationGeometryModifier

visionOS 26.0+

```
@MainActor @preconcurrency
struct ManipulationGeometryModifier
```

Relationships

Conforms To

Copyable, ViewModifier

See Also

Modifying a view



Configuring views

Adjust the characteristics of a view by applying view modifiers.



Reducing view modifier maintenance

Bundle view modifiers that you regularly reuse into a custom view modifier.

```
func modifier<T>(T) -> ModifiedContent<Self, T>
```

Applies a modifier to a view and returns a new view.

`protocol ViewModifier`

A modifier that you apply to a view or another view modifier, producing a different version of the original value.

`struct EmptyModifier`

An empty, or identity, modifier, used during development to switch modifiers at compile time.

`struct ModifiedContent`

A value with a modifier applied to it.

`protocol EnvironmentalModifier`

A modifier that must resolve to a concrete modifier in an environment before use.

`struct ManipulableModifier`

`struct ManipulableResponderModifier`

`struct ManipulableTransformBindingModifier`

`struct ManipulationGestureModifier`

`struct ManipulationUsingGestureStateModifier`

`enum Manipulable`

A namespace for various manipulable related types.