

[AppKit](#) / NSGlassEffectView

Class

NSGlassEffectView

A view that embeds its content view in a dynamic glass effect.

macOS 26.0+

```
@MainActor  
class NSGlassEffectView
```

Topics

Instance Properties

`var contentView: NSView?`

The view to embed in glass.

`var cornerRadius: CGFloat`

The amount of curvature for all corners of the glass.

`var style: NSGlassEffectView.Style`

The style of glass this view uses.

`var tintColor: NSColor?`

The color the glass effect view uses to tint the background and glass effect toward.

Enumerations

`enum Style`

Relationships

Inherits From

NSView

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSAccessibilityElementProtocol
NSAccessibilityProtocol
NSAnimatablePropertyContainer
NSAppearanceCustomization
NSCoding
NSDraggingDestination
NSObjectProtocol
NSStandardKeyBindingResponding
NSTouchBarProvider
NSUserActivityRestoring
NSUserInterfaceItemIdentification
Sendable
SendableMetatype

See Also

Liquid Glass effects

class NSGlassEffectContainerView

A view that efficiently merges descendant glass effect views together when they are within a specified proximity to each other.