

[SwiftUI](#) / [View](#) / `accessibilityRepresentation(representation:)`

Instance Method

# accessibilityRepresentation(representation:)

Replaces one or more accessibility elements for this view with new accessibility elements.

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+ | watchOS 8.0+

```
nonisolated
func accessibilityRepresentation<V>(@View
Builder representation: () -> V) -> some View where V : View
```

## Parameters

### `representation`

A hidden view that the accessibility system uses to generate accessibility elements.

## Discussion

You can make controls accessible by using a custom style. For example, a custom [ToggleStyle](#) that you create inherits the accessibility features of [Toggle](#) automatically. When you can't use the parent view's accessibility elements, use the `accessibilityRepresentation(representation:)` modifier instead. This modifier replaces default accessibility elements with different accessibility elements that you provide. You use synthetic, non-visual accessibility elements to represent what the view displays.

The example below makes a custom adjustable control accessible by explicitly defining the representation of its step increments using a [Slider](#):

```
var body: some View {
    VStack {
        SliderTrack(...) // Custom slider implementation.
    }
    .accessibilityRepresentation {
        Slider(value: $value, in: 0...100) {
            Text("Label")
        }
    }
}
```

SwiftUI hides the view that you provide in the `representation` closure and makes it non-interactive. The framework uses it only to generate accessibility elements.

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## See Also

### Creating accessible elements

```
func accessibilityElement(children: AccessibilityChildBehavior) -> some View
```

Creates a new accessibility element, or modifies the [`AccessibilityChildBehavior`](#) of the existing accessibility element.

```
func accessibilityChildren<V>(children: () -> V) -> some View
```

Replaces the existing accessibility element's children with one or more new synthetic accessibility elements.

```
struct AccessibilityChildBehavior
```

Defines the behavior for the child elements of the new parent element.