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## Instance Property

# availability

The availability of the language model.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | visionOS 26.0+

```
final var availability: SystemLanguageModel.Availability { get }
```

## See Also

### Checking model availability

```
var isAvailable: Bool
```

A convenience getter to check if the system is entirely ready.

```
enum Availability
```

The availability status for a specific system language model.