

[SwiftUI](#) / [PrimitiveButtonStyle](#) / glass

Type Property

glass

A button style that applies a Liquid Glass effect based on the button's context.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | watchOS 26.0+

```
@MainActor @preconcurrency  
static var glass: GlassButtonStyle { get }
```

Available when `Self` is `GlassButtonStyle`.

Mentioned in

 Applying Liquid Glass to custom views

Discussion

In tvOS, this button style applies a Liquid Glass effect regardless of whether the button has focus.

To apply this style to a button, or to a view that contains buttons, use the [buttonStyle\(_ :\)](#) modifier.

See Also

Getting built-in button styles

```
static var automatic: DefaultButtonStyle
```

The default button style, based on the button's context.

```
static var accessoryBar: AccessoryBarButtonStyle
```

A button style that is typically used in the context of an accessory toolbar (sometimes referred to as a “scope bar”), for buttons that narrow the focus of a search or other operation.

```
static var accessoryBarAction: AccessoryBarActionButtonStyle
```

A button style that you use for extra actions in an accessory toolbar.

```
static var bordered: BorderedButtonStyle
```

A button style that applies the standard border style based on the button’s context.

```
static var borderedProminent: BorderedProminentButtonStyle
```

A button style that applies the standard bordered prominent style based on the button’s context.

```
static var borderless: BorderlessButtonStyle
```

A button style that doesn’t apply a border.

```
static var card: CardButtonStyle
```

A button style that doesn’t pad the content, and applies a Liquid Glass effect when the button has focus.

```
static var glassProminent: GlassProminentButtonStyle
```

A button style that applies a prominent Liquid Glass effect based on the button’s context.

```
static func glass(Glass) -> Self
```

A button style that applies a configurable Liquid Glass effect based on the button’s context.

```
static var link: LinkButtonStyle
```

A button style for buttons that emulate links.

```
static var plain: PlainButtonStyle
```

A button style that doesn’t style or decorate its content while idle, but may apply a visual effect to indicate the pressed, focused, or enabled state of the button.