

Framework

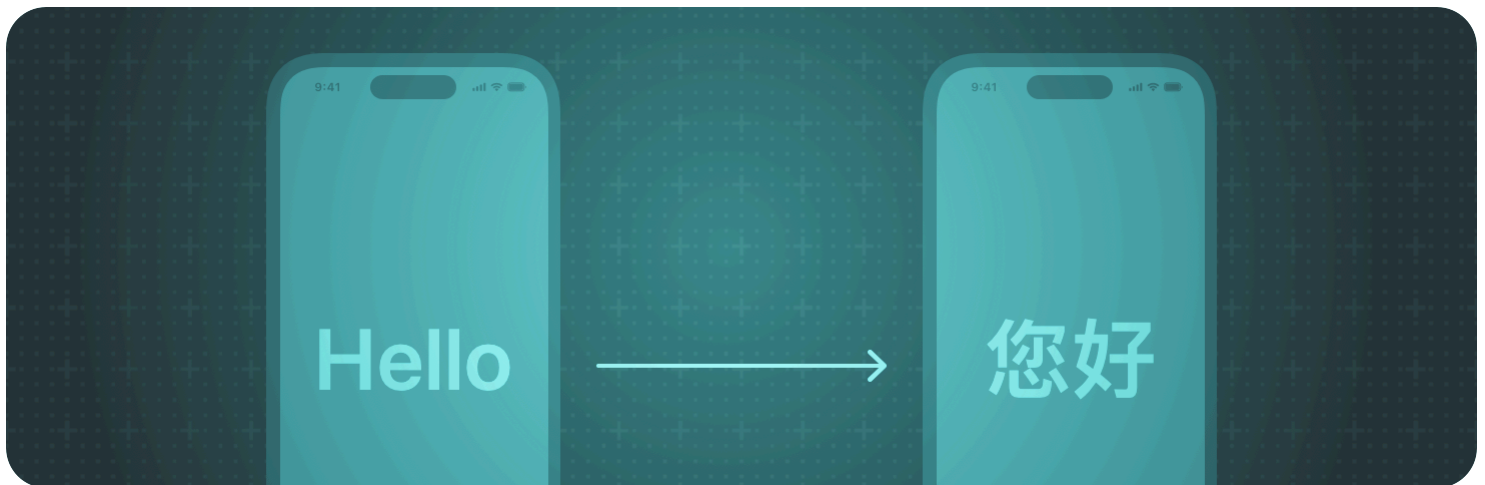
Translation

Translate text in your app from one language to another.

iOS 17.4+ | iPadOS 17.4+ | macOS 14.4+

Overview

Offer in-app translations with the Translation framework. You can use the built-in UI and let the system offer a translation to users on your behalf. Or you can use the framework to customize the translation experience.



To offer the built-in system translation experience, anchor the `translationPresentation(is Presented:text:attachmentAnchor:arrowEdge:replacementAction:)` view modifier to the SwiftUI view containing the text to translate. Set `isPresented` to `true` when you want to the built-in system translation UI to appear. Pass the text to translate to the `text` parameter.

To customize the translation experience use one of the translation tasks such as `translationTask(_:action:)`. These functions provides you with a `TranslationSession` that you can use to translate strings of text one at a time, or in a batch. You can check language availability before offering a translation with the `LanguageAvailability` class.

Topics

Essentials

`{}` Translating text within your app

Display simple system translations and create custom translation experiences.

```
nonisolated func translationPresentation(isPresented: Binding<Bool>,
text: String, attachmentAnchor: PopoverAttachmentAnchor =
.rect(.bounds), arrowEdge: Edge = .top, replacementAction: ((String) ->
Void)? = nil) -> some View
```

Presents a translation popover when a given condition is true.

```
nonisolated func translationTask(_ configuration: TranslationSession.
Configuration?, action: @escaping (TranslationSession) async -> Void) -
> some View
```

Adds a task to perform before this view appears or when the translation configuration changes.

```
nonisolated func translationTask(source: Locale.Language? = nil, target
: Locale.Language? = nil, action: @escaping (TranslationSession) async
-> Void) -> some View
```

Adds a task to perform before this view appears or when the specified source or target languages change.

```
class TranslationSession
```

A class that performs translations between a pair of languages.

Availability

```
class LanguageAvailability
```

A check for language support and status.

Errors

```
struct TranslationError
```

Error codes describing why the framework can't perform a translation.