MapKit / Annotation

Structure

Annotation

A customizable annotation used to indicate a location on a map.

⬥ MapKit | ⬥ SwiftUI | iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst | macOS 14.0+ | tvOS 17.0+ | visionOS |
watchOS 10.0+

```
@MainActor @preconcurrency
struct Annotation<Label, Content> where Label : View, Content : View
```

Overview

Use this view to annotations in the closure you provide to the `content` parameter in the Map
initializers.

Topics

Creating annotations

`init(LocalizedStringKey, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, accessoryAnchor: UnitPoint, content: () -> Content)`

   Creates an annotation that displays a view at a coordinate on the map.

`init<S>(S, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, accessoryAnchor: UnitPoint, content: () -> Content)`

   Creates an annotation that displays a view at a coordinate on the map.

init(coordinate: CLLocationCoordinate2D, anchor: UnitPoint, accessory Anchor: UnitPoint, content: () -> Content, label: () -> Label)

Creates an annotation that displays a view at a coordinate on the map.

init(item: MKMapItem, anchor: UnitPoint, accessoryAnchor: UnitPoint, content: () -> Content)

Creates an annotation that displays a view at a coordinate on the map.

init(LocalizedStringKey, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, content: () -> Content)

Creates an annotation that displays a view at a coordinate on the map.

init<S>(S, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, content: () -> Content)

Creates an annotation that displays a view at a coordinate on the map using a title key, coordinate, anchor location, and view you provide.

init(coordinate: CLLocationCoordinate2D, anchor: UnitPoint, content: () -> Content, label: () -> Label)

Creates an annotation that displays a view on the map using coordinates, anchor location, view, and label you provide.

Displaying place information

func mapItemDetailSelectionAccessory(MapItemDetailSelectionAccessory Style?) -> some MapContent

Specifies the selection accessory to display for the selected map item content.

Initializers

init(LocalizedStringResource, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, accessoryAnchor: UnitPoint, content: () -> Content)

Creates an annotation that displays a view at a coordinate on the map.

init(LocalizedStringResource, coordinate: CLLocationCoordinate2D, anchor: UnitPoint, content: () -> Content)

Creates an annotation that displays a view at a coordinate on the map.

Relationships

Conforms To

MapContent, Sendable, SendableMetatype

See Also

Annotations and overlays

struct `MapCircle`

A circular overlay with a configurable radius that you center on a geographic coordinate.

struct `MapPolygon`

A closed polygon overlay.

struct `MapPolyline`

An open polygon overlay consisting of one or more connected line segments.

struct `Marker`

A balloon-shaped annotation that marks a map location.

struct `UserAnnotation`

Displays the person's current location on the map.