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Structure

TranslationSession.Configuration

A type containing the information to use when performing a translation.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 26.0+ | macOS 15.0+

```
struct Configuration
```

Overview

Specify the source and target languages to use in a translation session with this object. Initialize an instance of this type using the `init(source:target:)` and passing in the source and target languages. When you pass this configuration into the `translationTask(_:action:)` function, the framework uses the languages you specify for translation.

To re-run a translation, store the configuration object as state in your SwiftUI view by using the State property wrapper. Then change one of the configuration properties (such as the source or target language) to re-run the translation on a new pair of languages. You can also call `invalidate()` on the configuration instance to re-run the translation using the same languages with new content to translate. When you do, the action closure of `translationTask(_:action:)` triggers and the framework translates the text.

The following example demonstrates how to trigger a new translation from a button press:

```
struct TranslationExample: View {
    var sourceText: String
    var sourceLanguage: Locale.Language?
    var targetLanguage: Locale.Language?

    @State private var targetText: String?
    @State private var configuration: TranslationSession.Configuration?
```

```

var body: some View {
    VStack {
        Text(targetText ?? sourceText)
        Button("Translate") {
            guard configuration != nil else {
                configuration = TranslationSession.Configuration(
                    source: sourceLanguage,
                    target: targetLanguage)
                return
            }
            self.configuration.invalidate()
        }
    }
    .translationTask(configuration) { session in
        do {
            let response = try await session.translate(sourceText)
            targetText = response.targetText
        } catch {
            // Handle error.
        }
    }
}

```

Topics

Initializers

`init(source: Locale.Language?, target: Locale.Language?)`

Creates a configuration from a source and target language.

Instance Properties

`var source: Locale.Language?`

The language to translate content from.

`var target: Locale.Language?`

The language to translate content into.

`var version: Int`

A value the equals function uses to represent change in the configuration instance.

Instance Methods

`func invalidate()`

Invalidate the current translation session and re-run it with new content.

Relationships

Conforms To

Equatable

See Also

Preparing for translation

`func prepareTranslation() async throws`

Asks for permission to download translation languages without doing any translations.