AlarmKit / AlarmPresentation / AlarmPresentation.Countdown

Structure

AlarmPresentation.Countdown

An object that describes the content required for the countdown UI.

iOS 26.0+ | iPadOS 26.0+

```swift
struct Countdown
```

Overview

The code snippet below describes how to configure a countdown UI with a pause and resume button.

```swift
let countdown = AlarmPresentation.Countdown
(title: "Eggs are cooking")
let paused = AlarmPresentation.Paused
(title: "Timer paused",
resumeButton: AlarmButton
(text: "Resume", textColor: .blue, systemImageName:"play.circle"))
```

Topics

Creates a pause button

```swift
init(title: LocalizedStringResource, pauseButton: AlarmButton?)
```
    Creates a countdown with an optional pause button.

var pauseButton: AlarmButton?

    The pause button for a countdown timer.

var title: LocalizedStringResource

    The title of the countdown.

Relationships

Conforms To

```
Decodable
Encodable
Sendable
SendableMetatype
```

See Also

Describing an alarm state

struct Alert

    An object that describes the UI of the alert that appears when an alarm fires.

struct Paused

    An object that describes the content required for the paused UI.