

[AlarmKit](#) / [AlarmPresentation](#) / `AlarmPresentation.Paused`

Structure

AlarmPresentation.Paused

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

iOS 26.0+ | iPadOS 26.0+

```
struct Paused
```

Overview

This is only applicable to timers that can be paused. To get back to a countdown state, you must provide a definition for a resume button. The following code snippet describes how to schedule a timer that can pause and resume.

```
let paused = AlarmPresentation.Paused(title: "Timer paused",
resumeButton: AlarmButton(text: "Resume", textColor: .blue, systemImageName:"play.ci
```

Topics

Creating a resume button

```
init(title: LocalizedStringResource, resumeButton: AlarmButton)
```

Creates a pause presentation with a resume button.

```
var resumeButton: AlarmButton
```

The appearance of the resume button.

```
var title: LocalizedStringResource
```

The title of the paused UI.

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 Countdown`

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