Documentation   Language: Swift

‹ All Technologies

WidgetKit

static let glass: WidgetTexture

Ⓟ static let paper: WidgetTexture

Ⓜ func supportedMountingStyles([W...

› Ⓢ WidgetMountingStyle

› Ⓢ LevelOfDetail

Accessory and watchOS widgets

📄 Creating accessory widgets and w...

› Ⓢ AccessoryWidgetGroup

› Ⓢ AccessoryWidgetGroupStyle

📄 Migrating ClockKit complications t...

Smart Stacks

📄 Increasing the visibility of widgets i...

› Ⓢ TimelineEntryRelevance

› Ⓢ RelevanceConfiguration

› Ⓟ RelevanceEntriesProvider

Ⓟ RelevanceEntry

› Ⓢ WidgetRelevance

› Ⓢ WidgetRelevanceAttribute

› Ⓢ WidgetRelevanceGroup

› IntentRecommendation

› Live Activities

› Controls

Presentation

🔍 Filter   /

Type Property

paper

A matte, paper-like texture for the widget's coating layer.

visionOS 26.0+

```
static let paper: WidgetTexture
```

Mentioned in

📄 Updating your widgets for visionOS

See Also

Textures

```
static let glass: WidgetTexture
```

A reflective, clear glass-like texture for the widget's coating layer.

Platforms

iPadOS

macOS

tvOS

visionOS

watchOS

Tools

Swift

SwiftUI

Swift Playground

TestFlight

Xcode

Xcode Cloud

SF Symbols

Topics & Technologies

Accessibility

Accessories

App Extension

App Store

Audio & Video

Augmented Reality

Design

Distribution

Education

Fonts

Games

Health & Fitness

In-App Purchase

Localization

Maps & Location

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Open Source

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Certificates, IDs, & Profiles

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Apple Developer Enterprise Program

App Store Small Business Program

MFi Program

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App Store Awards

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Light   Dark   Auto