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SwiftUI

View

Implementing a custom view

var body: Self.Body

Body

func modifier<T>(T) -> ModifiedConten...

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Instance Method

padding(_:_:)

Adds an equal padding amount to specific edges of this view.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+ | watchOS 6.0+

```
nonisolated
func padding(
    _ edges: Edge.Set = .all,
    _ length: CGFloat? = nil
) -> some View
```

Parameters

edges
The set of edges to pad for this view. The default is `all`.

length
An amount, given in points, to pad this view on the specified edges. If you set the value to `nil`, SwiftUI uses a platform-specific default amount. The default value of this parameter is `nil`.

Return Value

A view that's padded by the specified amount on the specified edges.

Mentioned in

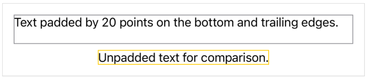
Laying out a simple view

Discussion

Use this modifier to add a specified amount of padding to one or more edges of the view. Indicate the edges to pad by naming either a single value from `Edge.Set`, or by specifying an `OptionSet` that contains edge values:

```
VStack {
    Text("Text padded by 20 points on the bottom and trailing edges.")
        .padding([.bottom, .trailing], 20)
        .border(.gray)
    Text("Unpadded text for comparison.")
        .border(.yellow)
}
```

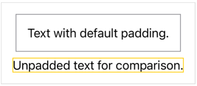
The order in which you apply modifiers matters. The example above applies the padding before applying the border to ensure that the border encompasses the padded region:



You can omit either or both of the parameters. If you omit the `length`, SwiftUI uses a default amount of padding. If you omit the `edges`, SwiftUI applies the padding to all edges. Omit both to add a default padding all the way around a view. SwiftUI chooses a default amount of padding that's appropriate for the platform and the presentation context.

```
VStack {
    Text("Text with default padding.")
        .padding()
        .border(.gray)
    Text("Unpadded text for comparison.")
        .border(.yellow)
}
```

The example above looks like this in iOS under typical conditions:



To control the amount of padding independently for each edge, use `padding(_:)`. To pad all outside edges of a view by a specified amount, use `padding(_:)`.

See Also

Adding padding around a view

`func padding(_:)`
Adds a different padding amount to each edge of this view.

`func padding3D(_:)`
Pads this view using the edge insets you specify.

`func padding3D(Edge3D.Set, CGFloat?) -> some View`
Pads this view using the edge insets you specify.

`func scenePadding(Edge.Set) -> some View`
Adds padding to the specified edges of this view using an amount that's appropriate for the current scene.

`func scenePadding(ScenePadding, edges: Edge.Set) -> some View`
Adds a specified kind of padding to the specified edges of this view using an amount that's appropriate for the current scene.

`struct ScenePadding`
The padding used to space a view from its containing scene.