在Web 端使用3D Touch

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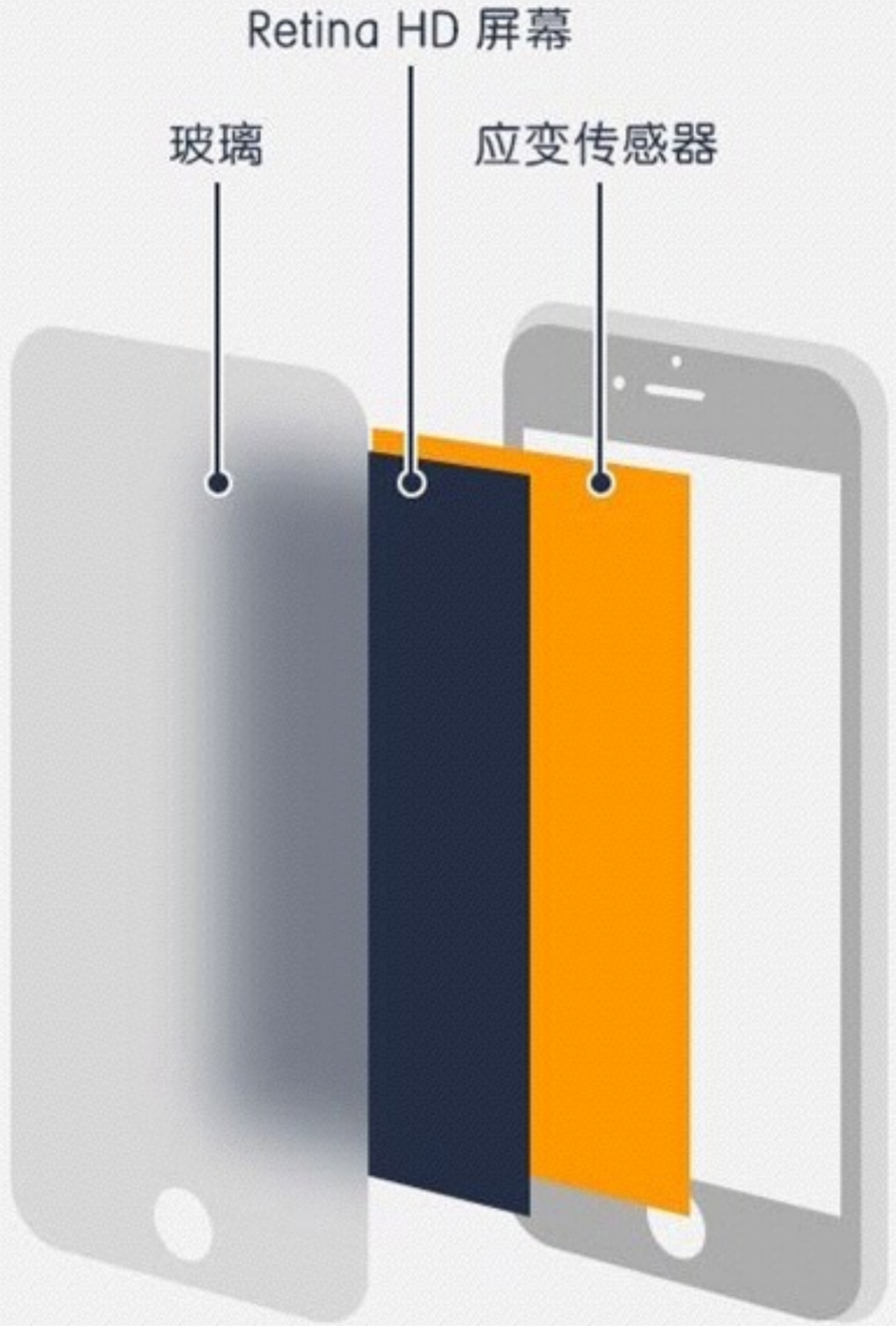
3D Touch & Force Touch

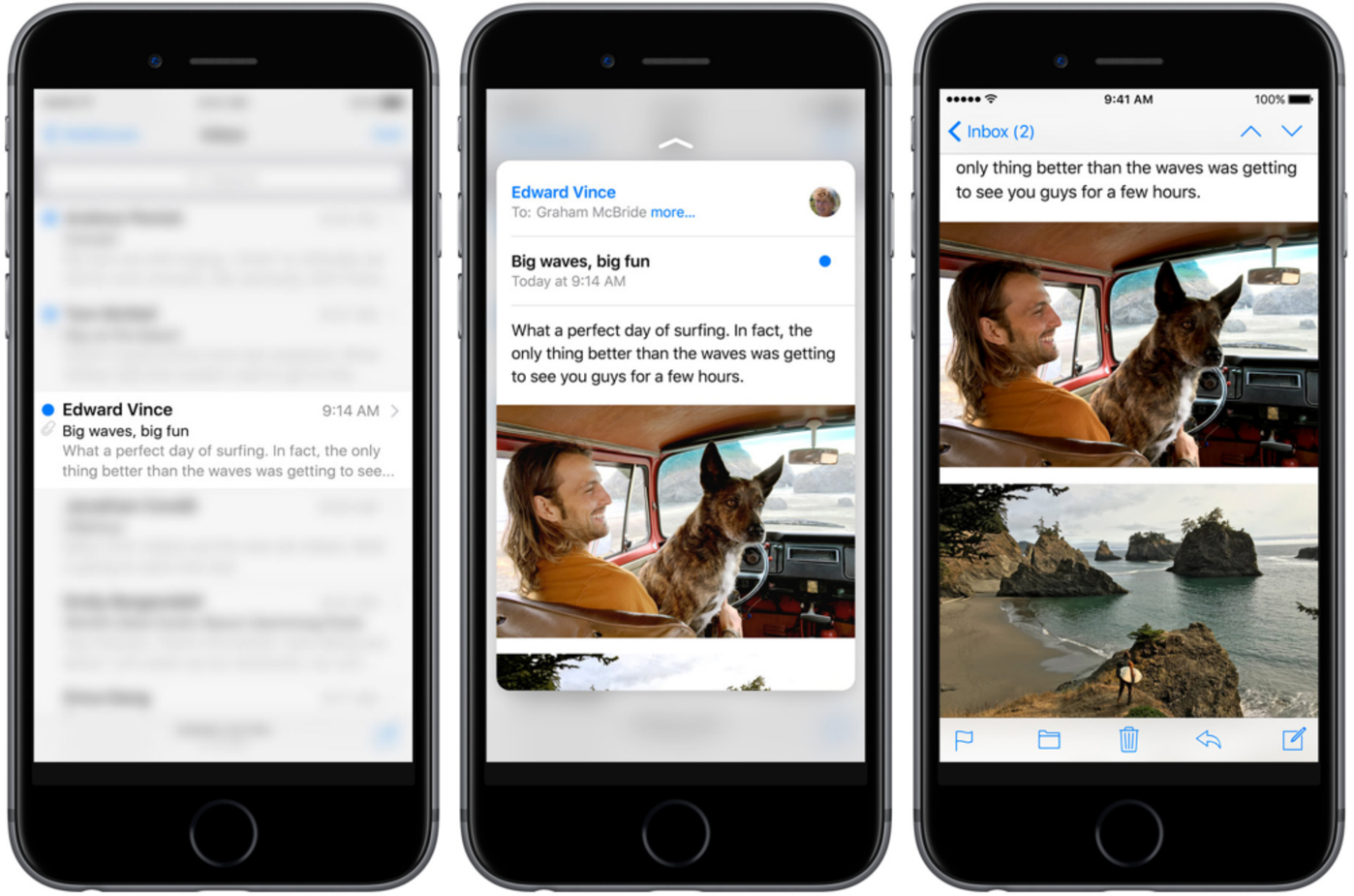
- Force Touch
  2014年9月公布的一项压力敏感屏幕技术，最早用于Apple Watch上，可识别轻点、轻按两种操作

- 3D Touch
  基于Force Touch，于2015年9月在iPhone6s 上得到改进并更名为3D Touch，提供了更高灵敏度的触控力度识别、及更强的触感反馈，支持轻点、轻按及重按三个维度

How it works?



Peek and Pop


Edward Vince
9:14 AM
Big waves, big fun
What a perfect day of surfing. In fact, the only thing better than the waves was getting to see...
Edward Vince
To: Graham McBride more...
Big waves, big fun
Today at 9:14 AM
What a perfect day of surfing. In fact, the only thing better than the waves was getting to see you guys for a few hours.
9:41 AM
100%
Inbox (2)
only thing better than the waves was getting to see you guys for a few hours.

3D Touch in Safari 10

3D Touch Events

For 3D Touch on iOS, the `touchforcechange` event is called only when the force changes. The event is the 3D Touch equivalent of `webkitmouseforcechanged` for WebKit on OS X. The values of the `force` property on `touch` objects range from `0.0` to `1.0`.

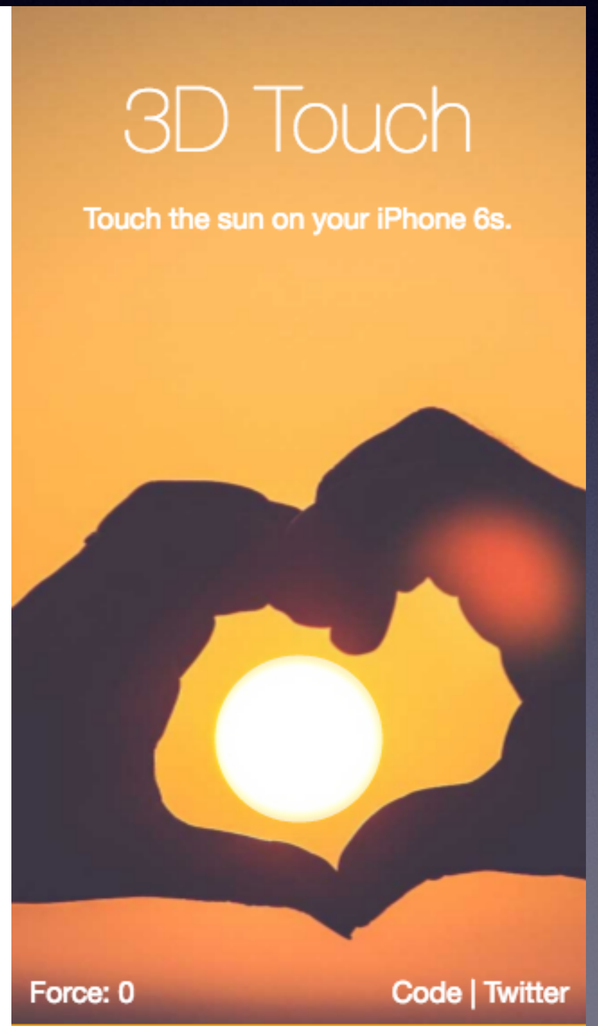
JavaScript API

- Touch.force in:
  - Force Touch events (for Mac)
  - touchforcechange event (for iPhone)

Compatibility

- Need Safari10 + Hardware Support
- So… 微信目前并不支持 :(

Demo



How to use (currently)?

```
1   //3D Touch 事例代码
2   el.addEventListener('touchstart', function(ev) {
3       var forceValue = ev.touches[0].force //获取第一次force 的值
4
5       setInterval(function() {
6           forceValue = ev.touches[0].force //获取后续force 更新后的值
7       }, 16)
8   })
```

How to detect?

- 检测Touch.force 的值是否有发生过变化

Pressure.js

- 一个封装了Force Touch 与 3D Touch 的JavaScdript 库，并且可用长按操作来兼容处理不被支持的浏览器或设备

References

- https://developer.mozilla.org/en-US/docs/Web/API/Touch/force
- https://github.com/stuyam/pressure
- http://iphone.tgbus.com/watch/news/201509/20150918102805.shtml