UIGesture拓展手势（网易云课堂视频swipe方向判断逻辑错误）

**ViewController.m**

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

//创建一个图像视图对象

UIImageView\* iView = [[UIImageView alloc] initWithImage:[UIImage imageNamed:@"1.jpg"]];

iView.frame = CGRectMake(50, 50, 200, 300);

iView.userInteractionEnabled = YES;

//创建一个平移手势

//p1:事件函数处理对象

//p2：事件函数

UIPanGestureRecognizer\* pan = [[UIPanGestureRecognizer alloc]initWithTarget:self action:@selector(panAct:)];

//将手势添加到图像视图中

[iView addGestureRecognizer:pan];

//将移动事件手势取消

[iView removeGestureRecognizer:pan];

[self.view addSubview:iView];

//创建一个滑动手势

//P1：事件函数处理对象

//P2：事件函数

//单独创建向上滑动手势

UISwipeGestureRecognizer\* swipeup = [[UISwipeGestureRecognizer alloc]initWithTarget:self action:@selector(swipeAct:)];

//创建向下滑动手势

UISwipeGestureRecognizer\* swipedown = [[UISwipeGestureRecognizer alloc]initWithTarget:self action:@selector(swipeAct:)];

/\*设定滑动手势接受的事件类型

UISwipeGestureRecognizerDirectionUp 向上滑动

UISwipeGestureRecognizerDirectionDown 向下滑动

UISwipeGestureRecognizerDirectionLeft 向左滑动

UISwipeGestureRecognizerDirectionRight 向右滑动

注意手势判断不能用|（或）的方式判断，要创建两个或者多个swipe手势，分别设定其方向,然后在事件函数里做判断才是正确！

\*/

swipeup.direction = UISwipeGestureRecognizerDirectionUp;

swipedown.direction = UISwipeGestureRecognizerDirectionDown;

[iView addGestureRecognizer:swipeup];

[iView addGestureRecognizer:swipedown];

//创建长按手势

UILongPressGestureRecognizer\* longPress = [[UILongPressGestureRecognizer alloc]initWithTarget:self action:@selector(pressLong:)];

[iView addGestureRecognizer:longPress];

//设置长按手势的时间，默认0.5秒的时间为长按手势

longPress.minimumPressDuration = 1;

}

-(void)pressLong:(UILongPressGestureRecognizer\*)press

{

//手势的状态对象，到达规定时间，触发时间

if(press.state == UIGestureRecognizerStateBegan)

{

NSLog(@"开始状态");

}

else if(press.state == UIGestureRecognizerStateEnded)

{

NSLog(@"状态结束");

}

NSLog(@"长按手势");

}

-(void)swipeAct:(UISwipeGestureRecognizer\*)swipe

{

if (swipe.direction == UISwipeGestureRecognizerDirectionUp) {

NSLog(@"向上滑动");

}

else if(swipe.direction == UISwipeGestureRecognizerDirectionDown)

{

NSLog(@"向下滑动");

}

}

//移动事件函数，只要手指坐标在屏幕上发生变化时，函数被调用

-(void)panAct:(UIPanGestureRecognizer\*)pan

{

//获取移动的坐标，相对于视图的坐标系

//参数：相对的视图对象

CGPoint pt = [pan translationInView:self.view];

NSLog(@"pt.x= %.2f ,pt.y = %.2f",pt.x,pt.y);

CGPoint pv = [pan velocityInView:self.view];

NSLog(@"pv.x = %2.f,pv.y= %2.f",pv.x,pv.y);

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end