```
SpringBoard(桌面)接收 IOHIDEvent对象.
                                                                           并各种逻辑处理后,
                                                                           通过 mach_port方式(多进程通信的方式).
                                                                           转发给 Application.
                                                                                                                                                 IOKit.Framework 封装处理生成 IOHIDEvent
                // Source1 receiveHIDEvent
                                                                                   SpringBoard ReceiveEvent
                进入 RunLoop
                                                                                                                          IOHIDEvent
                                                                                   > Receive HIDEvent <</pre>
                Source1 内部:{
                    mach_port 接收 IOHIDEvent对象.
                    __IOHIDEventSystemClientQueueCallback()回调{
                       // Source0 handleHIDEvent
                                                                                                                                                                        -(void)touchesXXXX:(NSSet<UITouch *> *)touches
                                                                                                    SpringBoard
                                                                                                                                                                       withEvent:(UIEvent *)event
                        Source0 内部:{
                           // application handleHIDEvent
                                                                                                                                                     AppDelegate
                           _UIApplicationHandleEventQueue(){
                                                                                                                                                                            [super touchesXXXX:touches withEvent:event];
                               //Queue中取出对应的HIDEvent
                                                                                                                                                                        //super 指下一个响应者.nextResponder (nilnilnil)
                                                                                             IOHIDEvent
                               IOHIDEvent 处理包装成 UIEvent 并分发
                                Application
                               - (void)sendEvent:(UIEvent *)event{
                                                                                                                                                                                -(void)touchesXXXX:(NSSet<UITouch *> *)touches
                                    [super sendEvent:event];//必须调用
                                                                                MainThread_RunLoop
                                                                                                                                                                               withEvent:(UIEvent *)event
                                                                                Source1(mach port) ->
                                                                                                                                                             Application
                               > application sendEvent to window <</pre>
                                                                                                                                                                                   [super touchesXXXX:touches withEvent:event];
                                                                                Source0 ->
                                                                                Application
                                                                                                                                                                                //super 指下一个响应者.nextResponder (AppDelegate)
                    Source1 -> Source0 -> Application
                                                                                                                                                                          -(void)touchesXXXX:(NSSet<UITouch *> *)touches
                                                                                                                           UIEvent
                                                                                           UIEvent
                                                                                                                                                                          withEvent:(UIEvent *)event
                                              MainThread_RunLoop_Source1(mach port)
                                                                                                                 此过程,会被GestureRecognizer Or
                                              ReceiveEvent
                                                                                                                                                            Window
                                                                                                                     ScrollView等控件拦截.
                                                                                                                                                                              [super touchesXXXX:touches withEvent:event];
                                              > Receive HIDEvent from SpringBoard <</p>
                                                                                                                                                                          //super 指下一个响应者.nextResponder (Application)
                                                                                                                     (见Gesture/Event-
                                                                                                                Recognizer(识别/冲突/拦截)
                                                 Window -hitTestMethod ReceiveEvent
                                                 > Receive UIEvent from Application <</p>
                                                                                               Window
                                                                                                                                                                        -(void)touchesXXXX:(NSSet<UITouch *> *)touches withEvent:(UIEvent
                                                                                                                                                 ViewController
                                                                                                                                                                        *)event
                                                                                                                                      UIEven<sup>-</sup>
// -hitTestMethod receiveEvent
                                                                                                                                                                            [super touchesXXXX:touches withEvent:event];
                                                                                                                         HitView
-(UIView *)hitTest:(CGPoint)point withEvent:(UIEvent *)event
                                                                                                                                                                        //super 指下一个响应者.nextResponder (Window)
                                                                                                                                                                        //ViewController -> xxxx ->NavigationController -> Window
   //伪code
   // 是否响应 是否隐藏 是否透明度>0.01
                                                                                                           HitView -touchesMethod ReceiveEvent
   if (!self.isUserInteractionEnabled || self.isHidden || self.alpha <= 0.01)
                                                                                                           > Receive UIEvent from Window <
        return nil;
    //if point is in bounds 是否在window.bounds内
                                                                                         > Receive UIEvent from Window (touchesBegan/Moved/Ended/Cancelled)
   BOOL isPointInWindowBound =[self pointInside:point withEvent:event];
                                                                                         -(void)touchesBegan/Moved/Ended/Cancelled:(NSSet<UITouch *> *)touches
   if (isPointInWindowBound) {
                                                                                        withEvent:(UIEvent *)event
        //遍历window的subView
       for (UIView *subview in [self.subviews reverseObjectEnumerator]) {
                                                                                             [super touchesBegan/Moved/Ended/Cancelled:touches withEvent:event];
            CGPoint convertedPoint = [subview convertPoint:point
                                                                                         //super不是指的父类,而是self.nextResponder
fromView:self];
                                                                                         //SuperView->RootView
           UIView *hitView = [subview hitTest:convertedPoint withEvent:event];
            if (hitView) {
                                                                                        > Receive UIEvent from Window (touchesXXXX)<
                return hitView;
                                                                                         -(void)touchesXXXX:(NSSet<UITouch *> *)touches withEvent:(UIEvent *)event
                                                                                            [super touchesXXXX:touches withEvent:event];
        return self;
   return nil;
}//return hitView;
获取到 hitView 后
通过
- (void)sendEvent:(UIEvent *)event{
      [super sendEvent:event];//必须调用
sendEvent (touchesBegan/Ended/Moved/Cancelled/XXXX)
> window sendEvent to hitView <</pre>
```

> 重点: <

> 见手势的拦截冲突 <

> 此过程,可能被 GestureRecognizer Or ScrollView等控件 拦截 <