# **TouchableOpacity**

If you're looking for a more extensive and future-proof way to handle touch-based input, check out the Pressable API.

A wrapper for making views respond properly to touches. On press down, the opacity of the wrapped view is decreased, dimming it.

Opacity is controlled by wrapping the children in an Animated. View, which is added to the view hierarchy. Be aware that this can affect layout.

#### **Example**



## Reference

## **Props**

#### TouchableWithoutFeedback Props

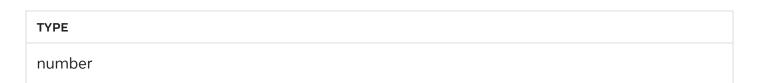
Inherits TouchableWithoutFeedback Props.

#### style

ТҮРЕ	
View.style	

#### activeOpacity

Determines what the opacity of the wrapped view should be when touch is active. Defaults to 0.2.



## tvParallaxProperties ◀ IOS

(Apple TV only) Object with properties to control Apple TV parallax effects.

- enabled: If true, parallax effects are enabled. Defaults to true.
- shiftDistanceX: Defaults to 2.0.
- shiftDistanceY: Defaults to 2.0.
- tiltAngle: Defaults to 0.05.

- magnification: Defaults to 1.0.
- pressMagnification: Defaults to 1.0.
- pressDuration: Defaults to 0.3.
- pressDelay: Defaults to 0.0.

TYPE		
object		

#### hasTVPreferredFocus ◀ iOS

(Apple TV only) TV preferred focus (see documentation for the View component).

TYPE bool

## nextFocusDown Android

TV next focus down (see documentation for the View component).

TYPE number

#### 

TV next focus forward (see documentation for the View component).

TYPE number

#### nextFocusLeft | Android

TV next focus left (see documentation for the View component).

TYPE number

## nextFocusRight | Android

TV next focus right (see documentation for the View component).

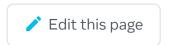
TYPE number

#### 

TV next focus up (see documentation for the View component).

TYPE
number

# Is this page useful?



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