PressEvent Object Type

`PressEvent` object is returned in the callback as a result of user press interaction, for example `onPress` in Button component.

Example

```
{
    changedTouches: [PressEvent],
    identifier: 1,
    locationX: 8,
    locationY: 4.5,
    pageX: 24,
    pageY: 49.5,
    target: 1127,
    timestamp: 85131876.58868201,
    touches: []
}
```

Keys and values

changedTouches

Array of all PressEvents that have changed since the last event.

TYPE	OPTIONAL
array of PressEvents	No

force ◀ iOS

Amount of force used during the 3D Touch press. Returns the float value in range from `0.0` to `1.0`.

TYPE	OPTIONAL
number	Yes

identifier

Unique numeric identifier assigned to the event.

TYPE	OPTIONAL
number	No

locationX

Touch origin X coordinate inside touchable area (relative to the element).

TYPE	OPTIONAL
number	No

locationY

Touch origin Y coordinate inside touchable area (relative to the element).

TYPE	OPTIONAL
number	No

pageX

Touch origin X coordinate on the screen (relative to the root view).

TYPE	OPTIONAL
number	No

pageY

Touch origin Y coordinate on the screen (relative to the root view).

TYPE	OPTIONAL
number	No

target

The node id of the element receiving the PressEvent.

TYPE	OPTIONAL
number, `null`, `undefined`	No

timestamp

Timestamp value when a PressEvent occurred. Value is represented in milliseconds.

TYPE	OPTIONAL
number	No

touches

Array of all current PressEvents on the screen.

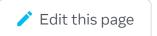| TYPE	OPTIONAL
array of PressEvents	No

Used by

- `Button`
- `PanResponder`
- `Pressable`
- `ScrollView`

- `Text`

- `TextInput`

- `TouchableHighlight`

- `TouchableOpacity`

- `TouchableNativeFeedback`

- `TouchableWithoutFeedback`

- `View`

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*Last updated on **Jun 21, 2023***