



Version: 2.6.0 – 2.12.0

# Gesture state manager

`GestureStateManager` allows to manually control the state of the gestures. Please note that `react-native-reanimated` is required to use it, since it allows for synchronously executing methods in worklets.

## Methods

### `begin()`

Transition the gesture to the `BEGAN` state. This method will have no effect if the gesture has already activated or finished.

### `activate()`

Transition the gesture to the `ACTIVE` state. This method will have no effect if the handler is already active, or has finished. If the gesture is `exclusive` with another one, the activation will be delayed until the gesture with higher priority fails.

### `end()`

Transition the gesture to the `END` state. This method will have no effect if the handler has already finished.

### `fail()`

Transition the gesture to the `FAILED` state. This method will have no effect if the handler has already finished.