## **Pressable**

Pressable is a component that can detect various parts of press interactions on any of its defined children.

**Pressable** responds to touch, mouse, and keyboard interactions. The interaction state of the view is exposed to the **children** and **style** props which accept a callback as their value. The **hover** state is only activated by mouse interactions.

```
import { Pressable } from 'react-native';

<Pressable {...props}>{children}</Pressable>;
```

#### **API**

### **Props**

...ViewProps: ?ViewProps

All the props supported by View.

children: ?(any | (state: InteractionState) => any)

The children of the view. Supports computing children as a function of interaction state.

**delayLongPress**: ?number = 500

How long to delay calling onLongPress after onPressIn is called.

**delayPressIn**: ?number = 0

How long to delay calling onPressIn after an interaction begins.

**delayPressOut**: ?number = 0

How long to delay calling **onPressOut** after an interaction ends.

disabled: ?boolean

Disables all pointer interactions with the element.

onHoverIn: ?(e: MouseEvent) => void

Called when the pointer starts hovering over the element. Touch interactions have no effect.

onHoverOut: ?(e: MouseEvent) => void

Called when the pointer stops hovering over the element. Touch interactions have no effect.

onLongPress: ?() => void

Called when the pointer is held down for as long as the value of delayLongPress.

onPress: ?(e: MouseEvent) => void

Called when the pointer is released without first being cancelled (e.g. by a scroll that steals the responder lock). Equivalent to the **click** DOM event.

onPressIn: ?(e: ResponderEvent) => void

Called when the pointer starts interacting with the element after delayPressIn ms.

onPressOut: ?(e: ResponderEvent) => void

Called when the pointer stops interacting with the element after delayPressOut ms.

**style**: ?(Style | (state: InteractionState) => Style)

The style of the view. Supports computing style as a function of interaction state.

 $\textbf{testOnly\_hovered} : ? boolean$ 

Used only for documentation or testing (e.g. snapshot testing).

testOnly\_pressed: ?boolean

Used only for documentation or testing (e.g. snapshot testing).

#### **InteractionState**

The state object passed to function values of **children** and **state** reflects the current state of the user interaction with the view.

focused: boolean

Whether the view is currently focused.

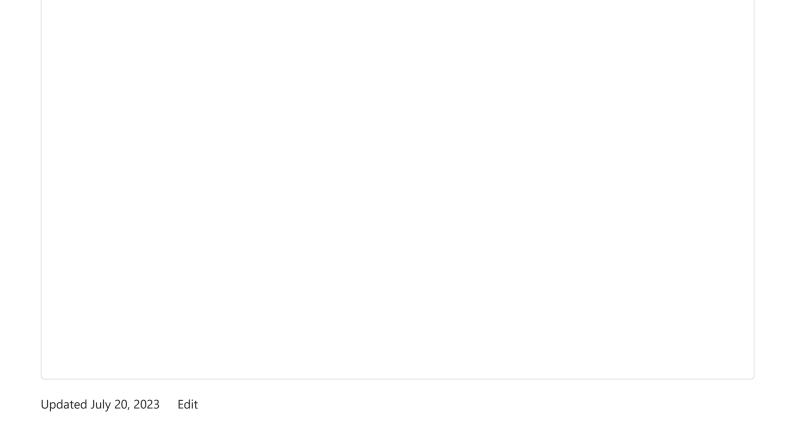
hovered: boolean

Whether the view is being hovered over by a mous	se.

pressed: boolean

Whether the view is being pressed by a pointer or keyboard interaction key.

# **Examples**



React Native for Web – Copyright © Nicolas Gallagher and Meta Platforms, Inc.