🏠   API reference   Gestures   Touch events

Version: 2.6.0 – 2.12.0

Touch events

Touch event attributes:

`eventType`

Type of the current event – whether the finger was placed on the screen, moved, lifted or cancelled.

`changedTouches`

An array of objects where every object represents a single touch. Contains information only about the touches that were affected by the event i.e. those that were placed down, moved, lifted or cancelled.

`allTouches`

An array of objects where every object represents a single touch. Contains information about all active touches.

`numberOfTouches`

Number representing the count of currently active touches.

> ⚠️ **CAUTION**
>
> Don't rely on the order of items in the `touches` as it may change during the gesture, instead use the `id` attribute to track individual touches across events.

PointerData attributes:

`id`

A number representing id of the touch. It may be used to track the touch between events as the id will not change while it is being tracked.

`x`

X coordinate of the current position of the touch relative to the view attached to the `GestureDetector`. Expressed in point units.

`y`

Y coordinate of the current position of the touch relative to the view attached to the `GestureDetector`. Expressed in point units.

`absoluteX`

X coordinate of the current position of the touch relative to the window. The value is expressed in point units. It is recommended to use it instead of x in cases when the original view can be transformed as an effect of the gesture.

`absoluteY`

Y coordinate of the current position of the touch relative to the window. The value is expressed in point units. It is recommended to use it instead of y in cases when the original view can be transformed as an effect of the gesture.