UIDynamicItem Protocol Reference

Developer

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UIDynamicItem Protocol Reference

Adopted by	`UIView` `UICollectionViewLayoutAttributes`
Conforms to	NSObject
Framework	/System/Library/Frameworks/UIKit.framework
Availability	Available in iOS 7.0 and later.
Declared in	UIDynamicBehavior.h

Overview

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To make a custom object eligible to participate in UIKit Dynamics, adopt the `UIDynamicItem` protocol in the object's class.

Starting in iOS 7, the `UIView` and `UICollectionViewLayoutAttributes` classes implement this protocol.

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Tasks

Participating in Dynamic Animation

`bounds` (page 4) *required property*

Called when a dynamic animator needs the bounds of the dynamic item. (required) (read-only)

`center` (page 4) *required property*

The center point of the dynamic item. (required)

`transform` (page 5) *required property*

The rotation of the dynamic item. (required)

Properties

bounds

Called when a dynamic animator needs the bounds of the dynamic item. (required) (read-only)

```
@property(nonatomic, readonly) CGRect bounds
```

Availability
Available in iOS 7.0 and later.

Declared in
`UIDynamicBehavior.h`

center

The center point of the dynamic item. (required)

```
@property(nonatomic, readwrite) CGPoint center
```

Discussion
The dynamic animator (that the item is associated with) calls this method when it has computed a new center point for the item.

Availability
Available in iOS 7.0 and later.

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Declared in
`UIDynamicBehavior.h`

transform

The rotation of the dynamic item. (required)

```
@property(nonatomic, readwrite) CGAffineTransform transform
```

Discussion
UIKit Dynamics makes use only of the rotation value in this property.

The dynamic animator (that the item is associated with) calls this method when it has computed a new rotation value for the item.

Availability
Available in iOS 7.0 and later.

Declared in
`UIDynamicBehavior.h`

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Document Revision History

This table describes the changes to *UIDynamicItem Protocol Reference*.

Date	Notes
2013-06-10	New document that describes the interface that allows an object to participate in UIKit Dynamics.

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