

手势识别器 - By Dorayo

iOS手势识别器(UIGestureRecognizer)

- 点击手势 (UITapGestureRecognizer)
- 滑动手势 (UISwipeGestureRecognizer)
- 旋转手势 (UIRotationGestureRecognizer)
- 捏合手势 (UIPinchGestureRecognizer)
- 长按手势 (UILongPressGestureRecognizer)
- 平移手势 (UIPanGestureRecognizer)
- 屏幕边缘平移手势 (UIScreenEdgePanGestureRecognizer)

UIGestureRecognizer

```
- initWithTarget:action:  
- addTarget:action:  
- removeTarget:action:
```

```
- locationInView:  
- locationOfTouch:inView:  
- numberOfTouches
```

- state
- view
- enable
- cancelsTouchesInView
- delaysTouchesBegin

```
- requireGestureRecognizerToFail: (eg:单击需要双击失败)
```

UITapGestureRecognizer

- numberOfTapsRequired
- numberOfTouchesRequired

UISwipeGestureRecognizer

- direction
- numberOfTouchesRequired

UIRotationGestureRecognizer

- rotation (这是旋转角度的绝对值，不是增量值，如果需要增量值，需要每次rotation置0)
- velocity (每秒多少弧长，radius为1)

UIPinchGestureRecognizer

- scale (如果需要获得增量值，也需要每次scale置1)
- velocity (每秒多少scale)

UILongPressGestureRecognizer

- minimumPressDuration
- numberOfTouchesRequired
- numberOfTapsRequired
- allowableMovement

UIPanGestureRecognizer

- maximumNumberOfTouches
- minimumNumberOfTouches

```
- translationInView:  
- setTranslation:inView:  
- velocityInView: (速度以CGPoint方式返回，可以分解为x何y两个方向的速度)
```

UIScreenEdgePanGestureRecognizer

- edges