

UIGestureRecognizer

GestureRecognizer Type

- 탭 - Tap
- 확대/축소 - Pinch
- 회전 - Rotation
- 특정방향으로 밀기 - Swipe
- 드래깅 - Pan
- 오래 누르기 - LongPress
- 화면 모서리 드래깅 - ScreenEdgePan



Tap Gesture Recognizer - Recognizes tap gestures, including double-tap or multiple-touch.



Pinch Gesture Recognizer - Recognizes pinch gestures.



Rotation Gesture Recognizer - Recognizes rotation gestures.



Swipe Gesture Recognizer - Recognizes swipe gestures.



Pan Gesture Recognizer - Recognizes pan (dragging) gestures.



Screen Edge Pan Gesture Recognizer - Recognizes pan (dragging) gestures that start near an edge of the screen.



Long Press Gesture Recognizer - Recognizes long press gestures, based on the number and duration of taps.

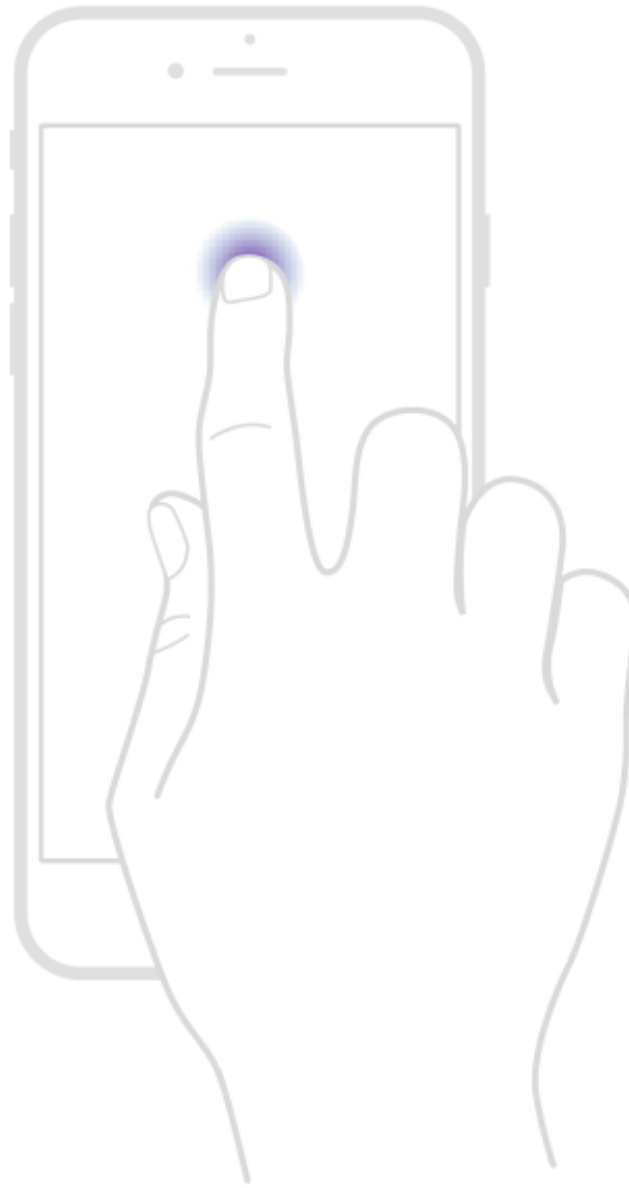


Custom Gesture Recognizer - Recognizes custom gestures. Set a custom subclass in the Identity inspector.

GestureRecognizer Type

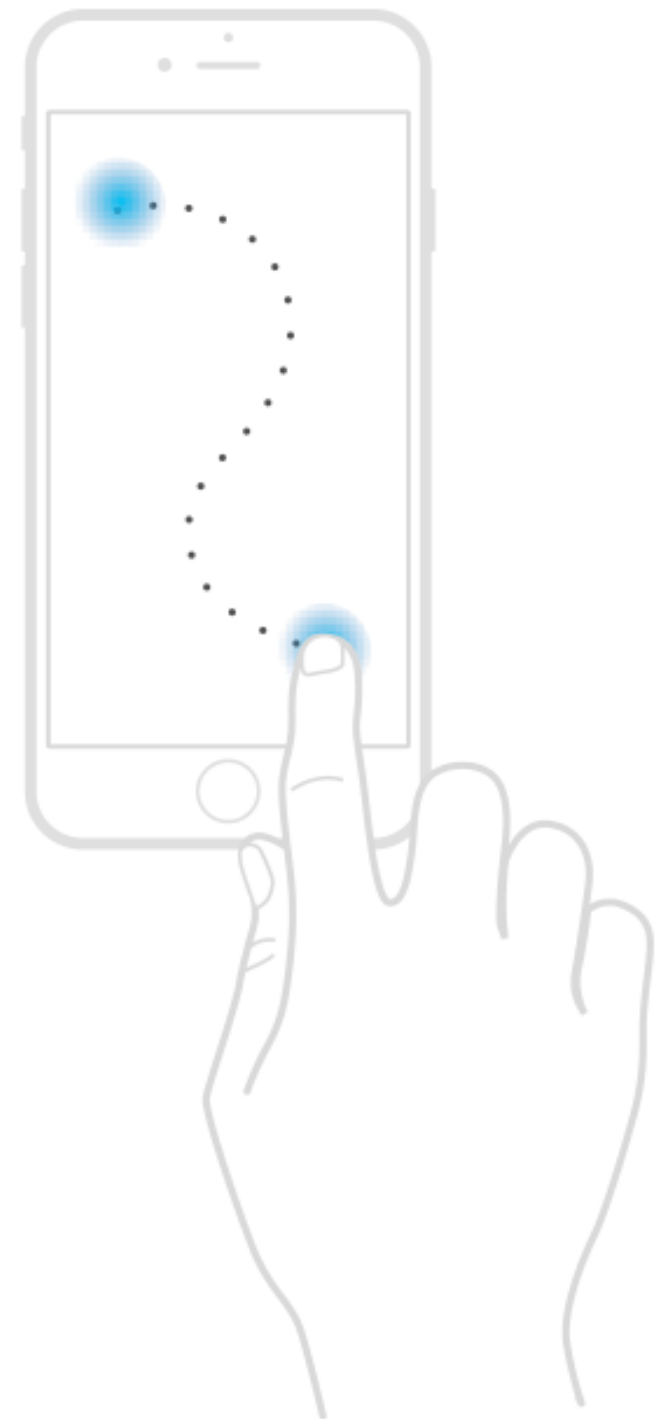


Tap
(~0.1 second)



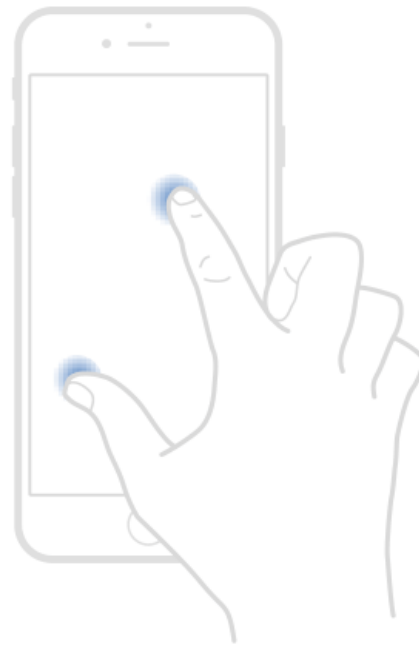
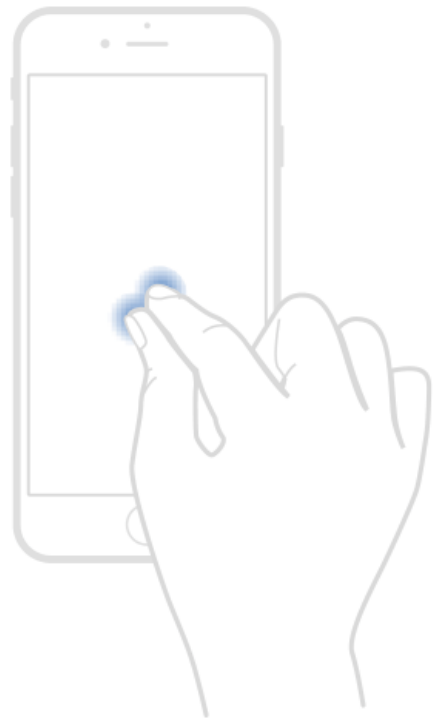
Long press
(>0.5 seconds)

Pan

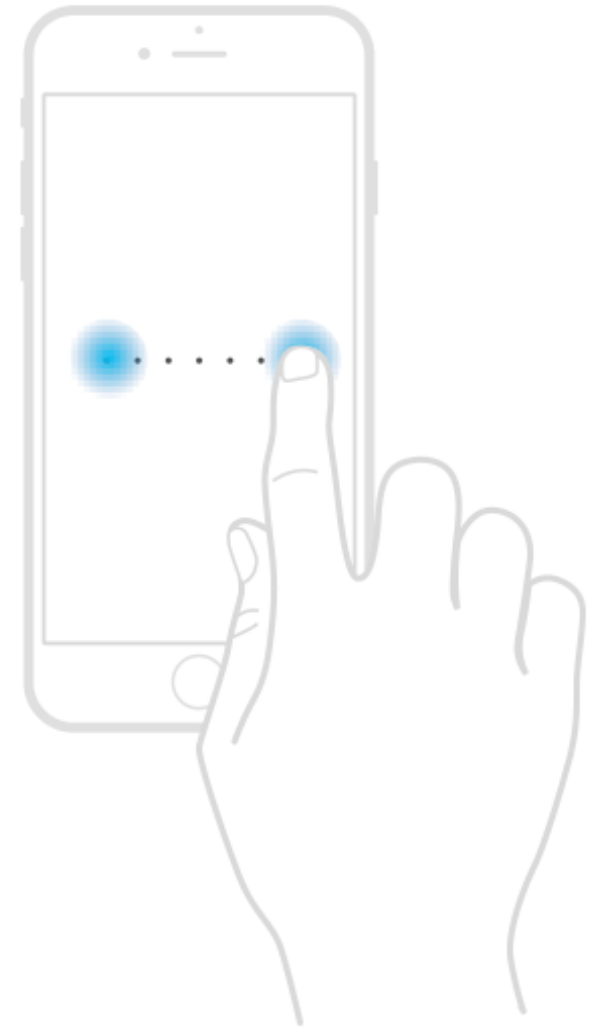


GestureRecognizer Type

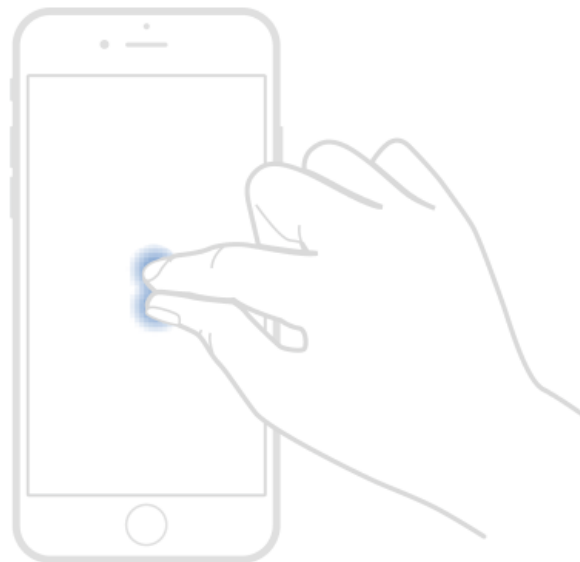
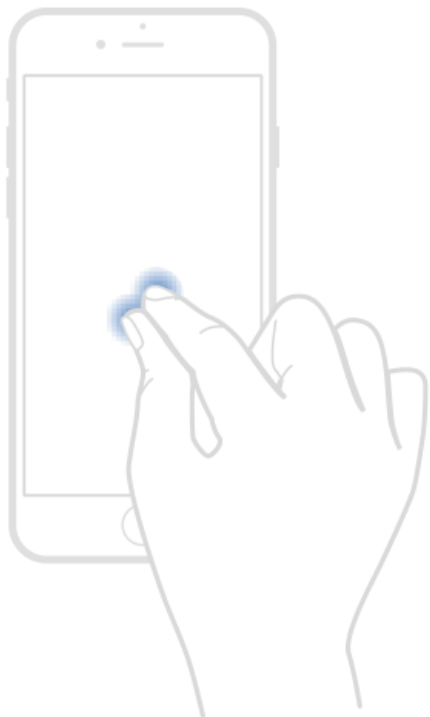
Pinch



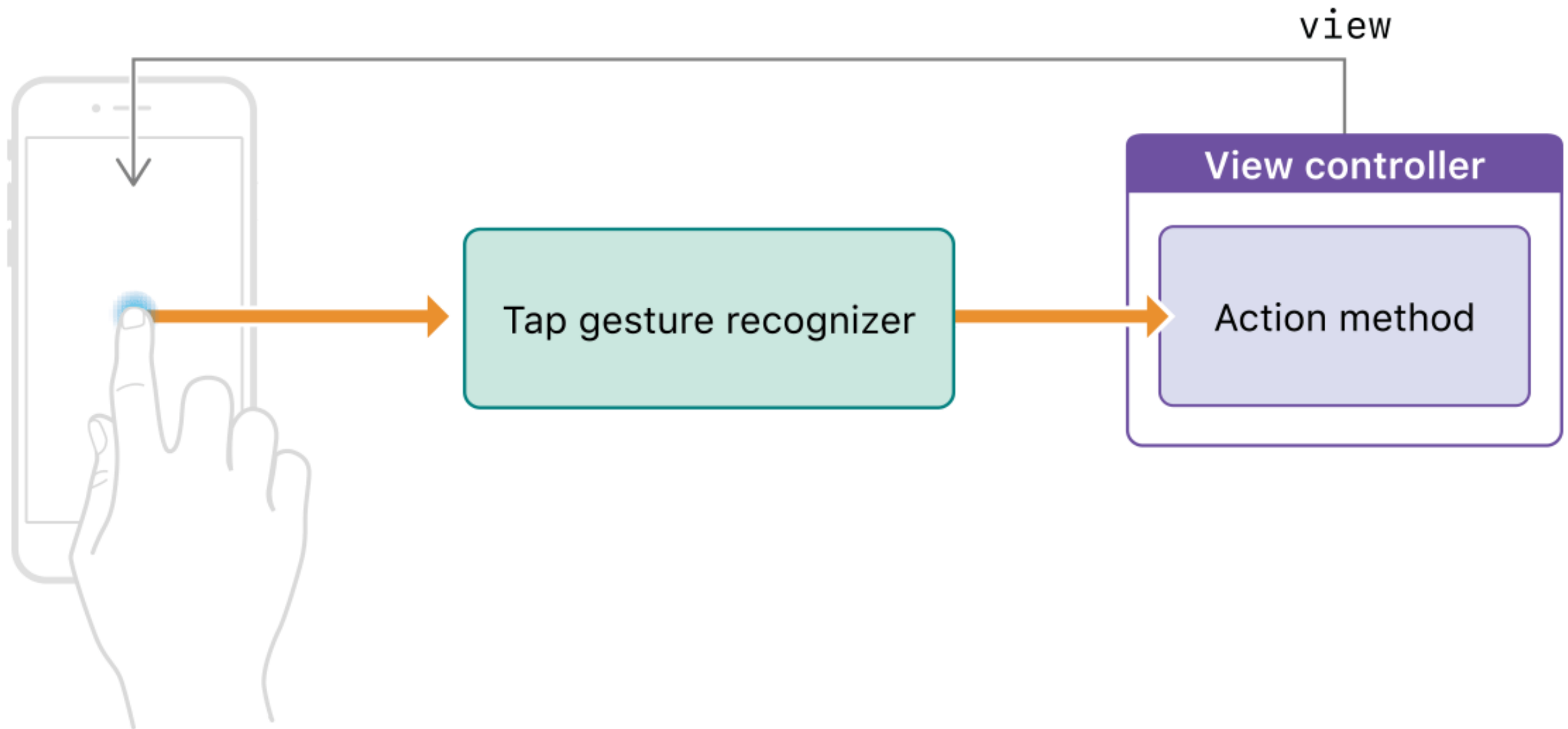
Swipe



Rotate



Gesture recognizer notifying its target



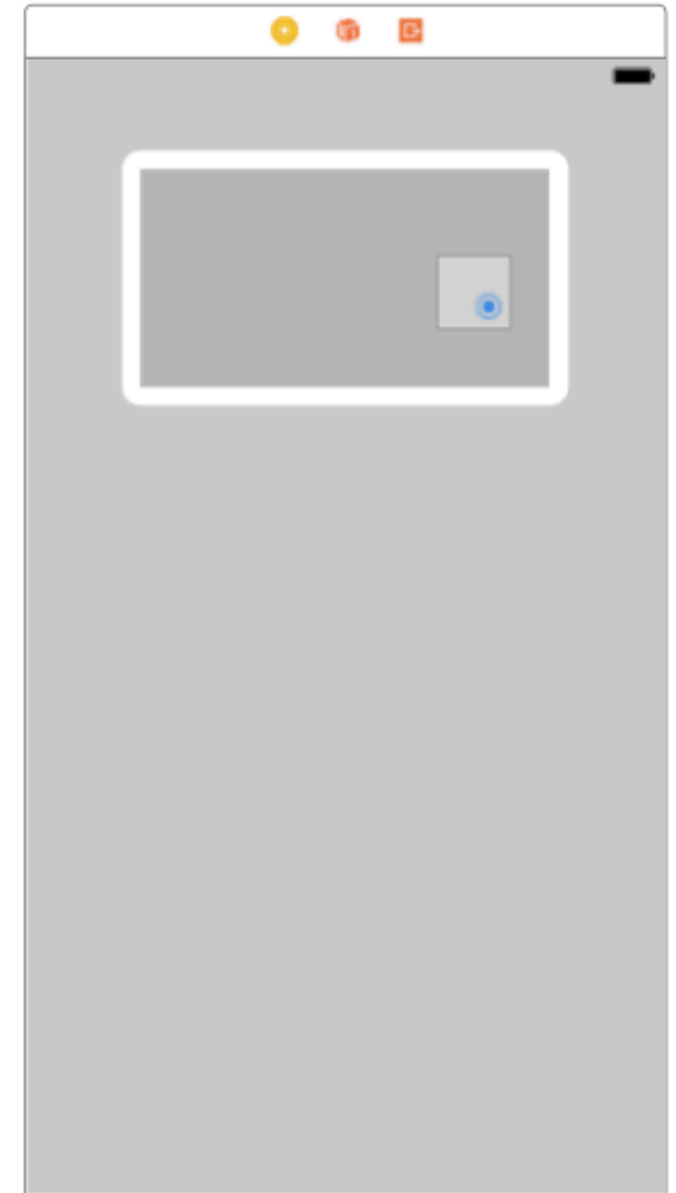
Code

```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    let tapGesture = UITapGestureRecognizer(  
        target: self,  
        action: #selector(handleTap(_:))  
    )  
    view.addGestureRecognizer(tapGesture)  
}  
  
@objc func handleTap(_ sender: UITapGestureRecognizer) {  
    // code  
}
```

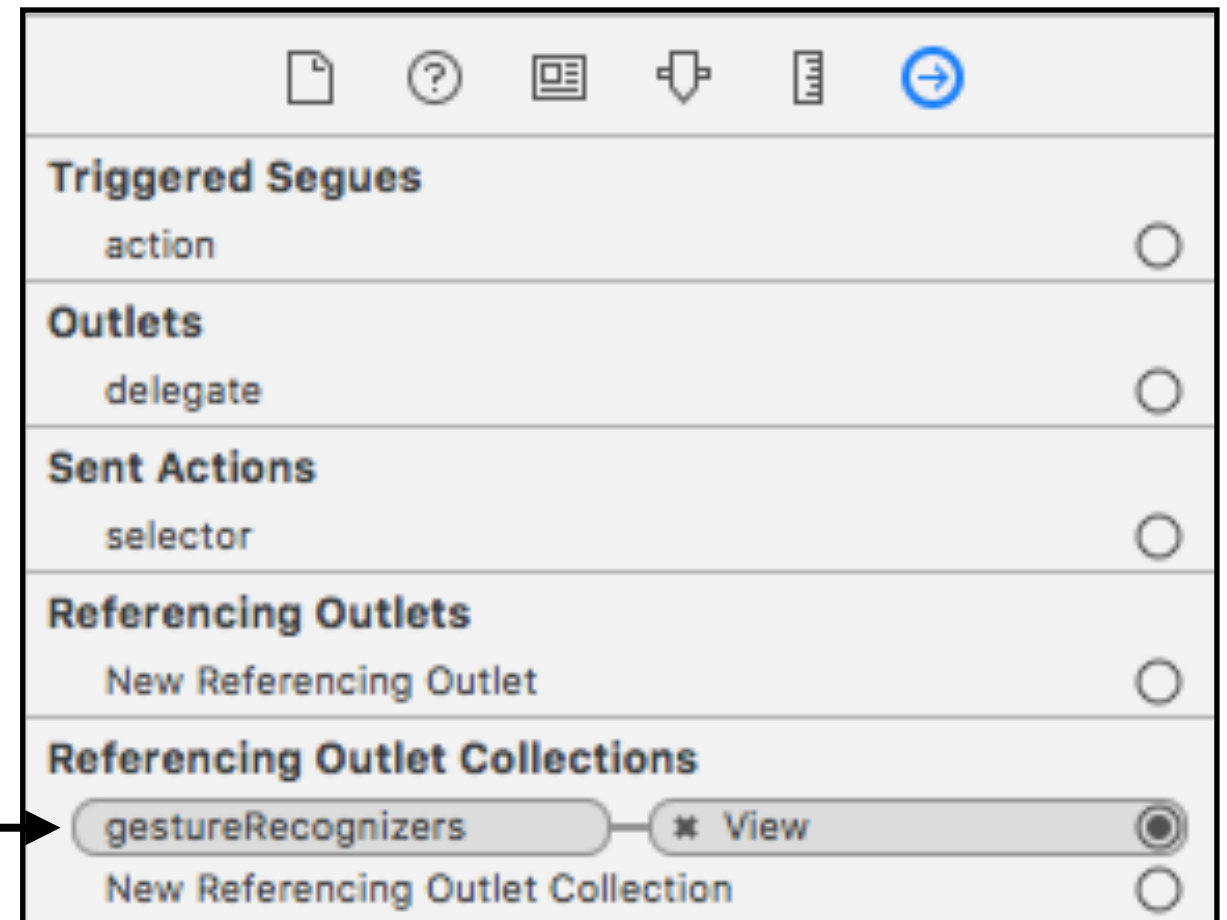
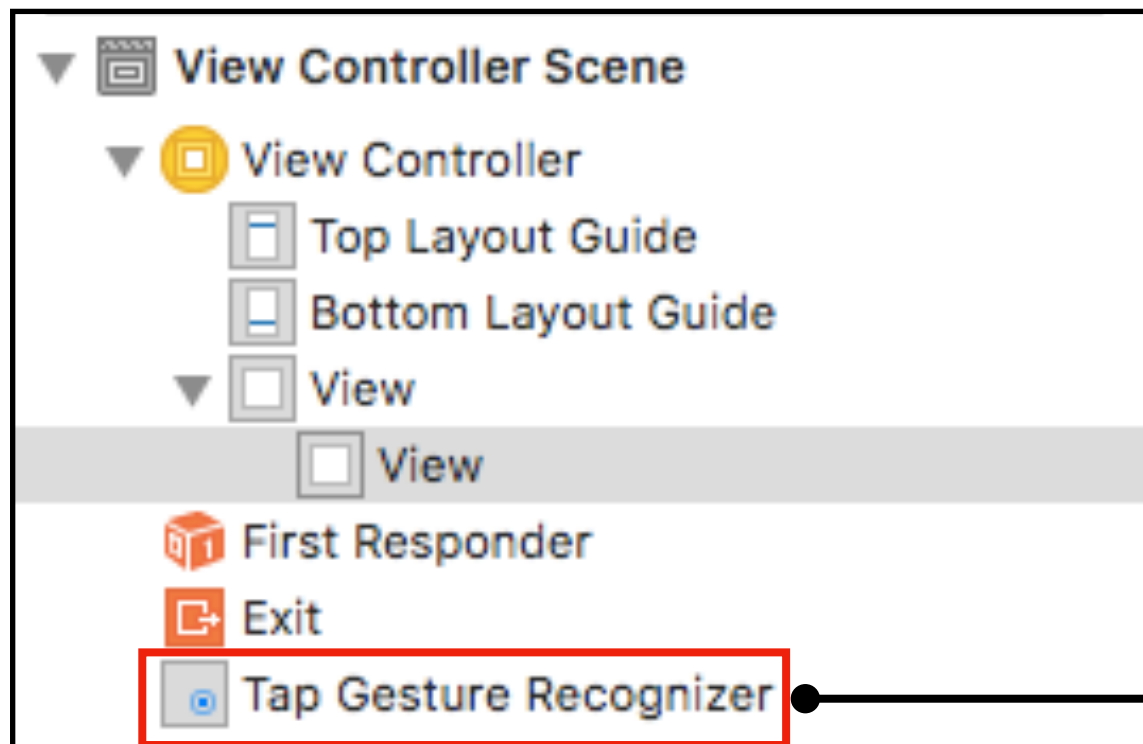
Storyboard



Drag & Drop



Storyboard



Attributes Inspector

각 Recognizer는 서로 다른 속성을 지님

단, 공통 부모 클래스인 Gesture Recognizer에 대해서는 동일

Tap Gesture Recognizer

Recognize

1

Taps

1

Touches

Gesture Recognizer

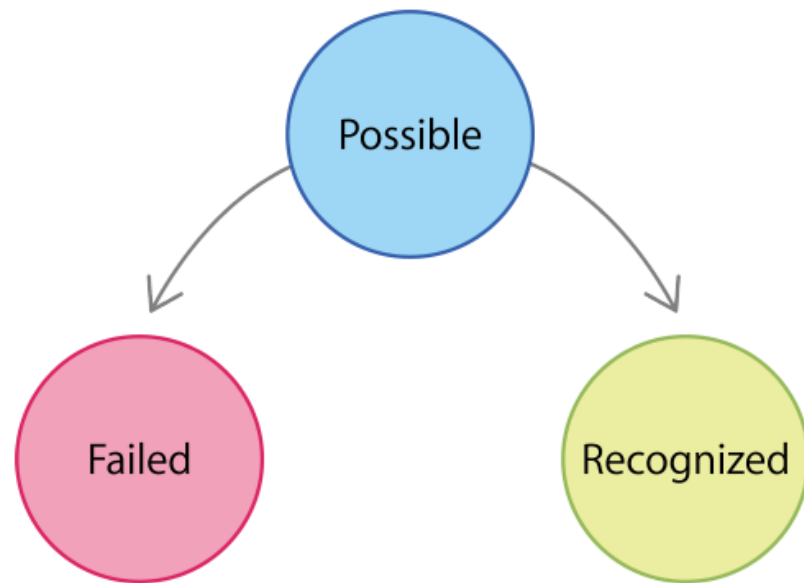
State ☒ Enabled

Behavior ☒ Cancels touches in view

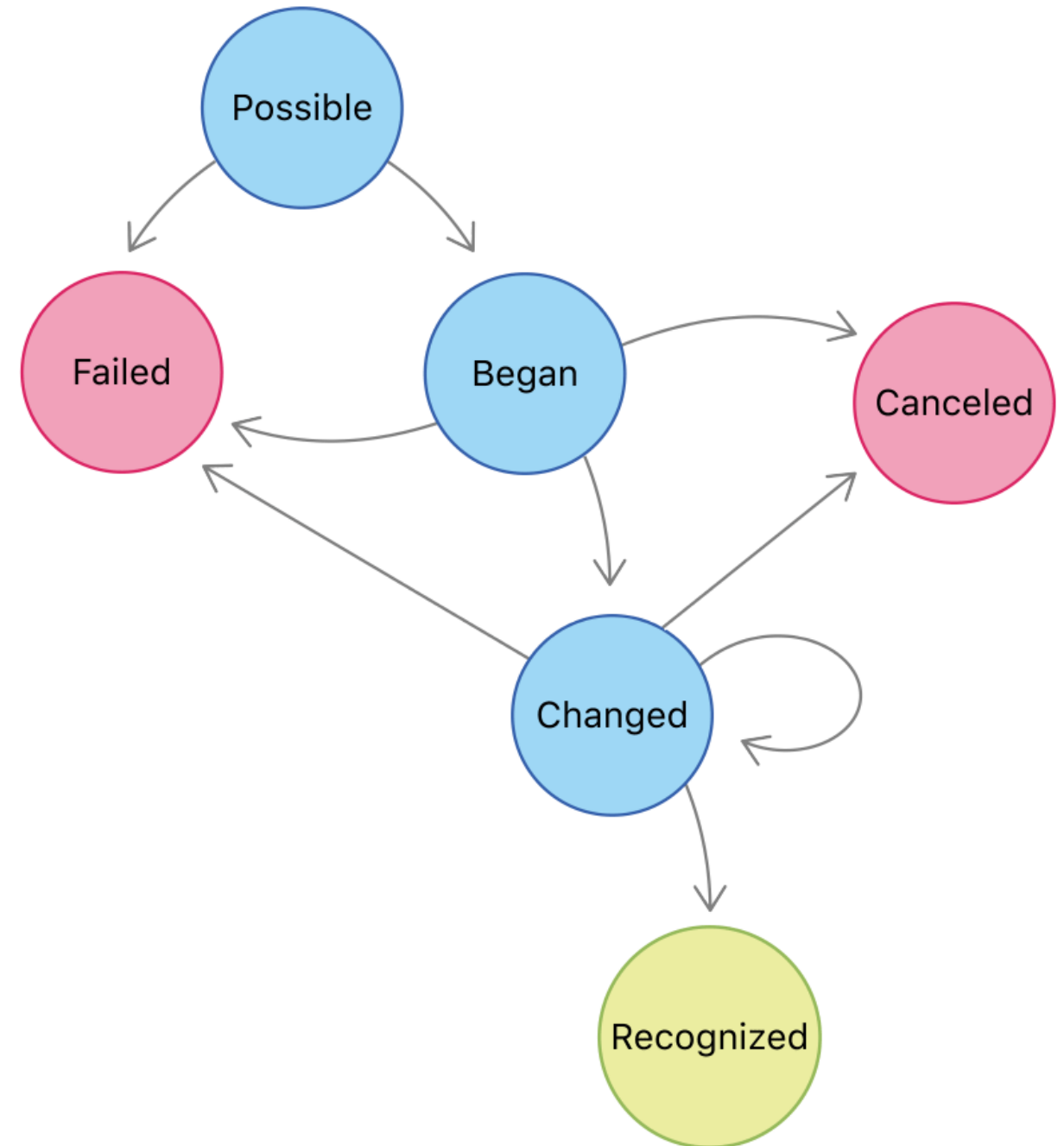
☐ Delays touches began

☒ Delays touches ended

The states of a gesture



■ In progress
■ Success
■ Failed



제스처 입력됐을때 한번만 이벤트가 발생.

[discrete]

연속적으로 이벤트가 발생

[continuous]