

[UIKit](#) / Apple Pencil interactions

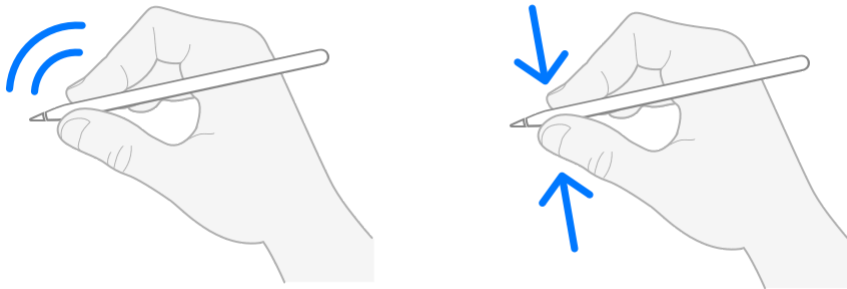
API Collection

Apple Pencil interactions

Handle user interactions like double tap and squeeze on Apple Pencil.

Overview

Apple Pencil interactions let a person perform certain actions in your app by double-tapping or squeezing an Apple Pencil. Support Apple Pencil interactions to give people a quick way to perform their preferred action, such as switching between drawing tools, or a custom action that you define in your app.



- To learn more about supporting double-tap and squeeze interactions, read [Handling double taps from Apple Pencil](#) and [Handling squeezes from Apple Pencil](#).
- To learn more about handling touches, read [Handling input from Apple Pencil](#).
- To learn more about incorporating hand-drawn content in your app, see [Drawing with PencilKit](#).

Note

Only Apple Pencil Pro supports squeeze interactions. The first-generation Apple Pencil doesn't support Apple Pencil interactions.

Topics

Essentials

Handling double taps from Apple Pencil

Detect and respond to double taps a person makes on Apple Pencil.

Handling squeezes from Apple Pencil

Detect and respond to squeezes a person makes on Apple Pencil Pro.

Handling input from Apple Pencil

Learn how to detect and respond to touches from Apple Pencil.

Apple Pencil interactions in SwiftUI

```
nonisolated func onPencilDoubleTap(perform action: @escaping (PencilDoubleTapGestureValue) -> Void) -> some View
```

Adds an action to perform after the user double-taps their Apple Pencil.

```
struct PencilDoubleTapGestureValue
```

Describes the value of an Apple Pencil double-tap gesture.

```
nonisolated func onPencilSqueeze(perform action: @escaping (PencilSqueezeGesturePhase) -> Void) -> some View
```

Adds an action to perform when the user squeezes their Apple Pencil.

```
@frozen enum PencilSqueezeGesturePhase
```

Describes the phase and value of an Apple Pencil squeeze gesture.

```
struct PencilSqueezeGestureValue
```

Describes the value of an Apple Pencil squeeze gesture.

```
struct PencilPreferredAction
```

An action that the user prefers to perform after double-tapping their Apple Pencil.

`struct PencilHoverPose`

A value describing the location and distance of an Apple Pencil hovering in the area above a view's bounds.

Apple Pencil interactions in UIKit

`class UIPencilInteraction`

An interaction that tells your app when a person double-taps or squeezes Apple Pencil.

`protocol UIPencilInteractionDelegate`

The interface an object implements to handle double taps or squeezes a person makes on Apple Pencil.

`class Tap`

An interaction that represents a double tap on Apple Pencil.

`class Squeeze`

An interaction that represents a squeeze on Apple Pencil.

`enum Phase`

Constants that describe the phases of an interaction on Apple Pencil.

`class UIPencilHoverPose`

An object that describes the hover pose of Apple Pencil during an interaction like double tap or squeeze.

See Also

User interactions

☰ Touches, presses, and gestures

Encapsulate your app's event-handling logic in gesture recognizers so that you can reuse that code throughout your app.

☰ Menus and shortcuts

Simplify interactions with your app using menu systems, contextual menus, Home Screen quick actions, and keyboard shortcuts.

☰ Drag and drop

Bring drag and drop to your app by using interaction APIs with your views.

☰ Pointer interactions

Support pointer interactions in your custom controls and views.

☰ Focus-based navigation

Navigate the interface of your UIKit app using a remote, game controller, or keyboard.

☰ Accessibility for UIKit

Make your UIKit apps accessible to everyone who uses iOS and tvOS.