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Sample Code

Using TextKit 2 to interact with text

Interact with text by managing text selection and inserting custom text elements.

Download

iOS 16.0+ | iPadOS 16.0+ | macOS 13.0+ | Xcode 14.3+

Overview

Note

This sample code project is associated with WWDC21 session [10061: Meet TextKit 2](#).

See Also

Layout



Display text with a custom layout

Lay out text in a custom-shaped container and apply glyph substitutions.

`class NSTextLayoutManager`

The primary class that you use to manage text layout and presentation for custom text displays.

`class NSTextContainer`

A region where text layout occurs.

`class NSTextLayoutFragment`

A class that represents the layout fragment typically corresponding to a rendering surface, such as a layer or view subclass.

`class NSTextLineFragment`

A class that represents a line fragment as a single textual layout and rendering unit inside a text layout fragment.

`class NSTextViewportLayoutController`

Manages the layout process inside the viewport interacting with its delegate.

`protocol NSTextLayoutOrientationProvider`

A set of methods that define the orientation of text for an object.