

[UIKit](#) / [TextKit](#) / Using TextKit 2 to interact with text

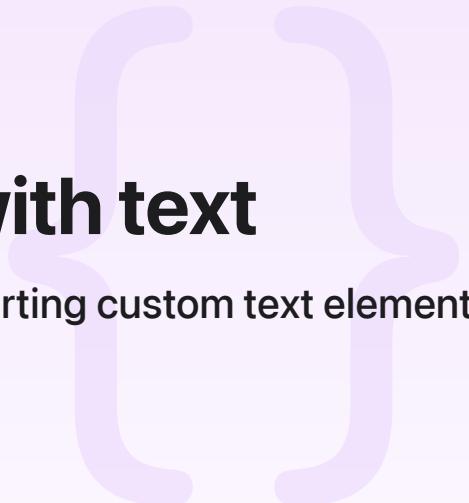
Sample Code

# 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.