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API Collection

Gestures

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

Topics

Standard Gestures

`class NSClickGestureRecognizer`

A discrete gesture recognizer that tracks a specified number of mouse clicks.

`class NSPressGestureRecognizer`

A discrete gesture recognizer that tracks whether the user holds down a mouse button for a minimum amount of time before releasing it.

`class NSPanGestureRecognizer`

A continuous gesture recognizer for panning gestures.

`class NSRotationGestureRecognizer`

A continuous gesture recognizer that tracks two trackpad touches moving opposite each other in a circular motion.

`class NSMagnificationGestureRecognizer`

A continuous gesture recognizer that tracks a pinch gesture that magnifies content.

Custom Gestures

`class NSGestureRecognizer`

An object that monitors events and calls its action method when a predefined sequence of events occur.

`protocol NSGestureRecognizerDelegate`

A set of methods for fine-tuning a gesture recognizer's behavior.

See Also

User Interactions

- ☰ Mouse, Keyboard, and Trackpad
Handle events related to mouse, keyboard, and trackpad input.
- ☰ Menus, Cursors, and the Dock
Implement menus and cursors to facilitate interactions with your app, and use your app's Dock tile to convey updated information.
- ☰ Touch Bar
Display interactive content and controls in the Touch Bar.
- ☰ Drag and Drop
Support the direct manipulation of your app's content using drag and drop.
- ☰ Accessibility for AppKit
Make your AppKit apps accessible to everyone who uses macOS.