

[AppKit](#) / [NSAccessibilityProtocol](#) / `accessibilityActivationPoint()`

Instance Method

accessibilityActivationPoint()

Returns the activation point for the user interface element.

macOS 10.10+

```
func accessibilityActivationPoint() -> NSPoint
```

Required

See Also

Configuring windows

```
func setAccessibilityActivationPoint(NSPoint)
```

Sets the activation point for the user interface element.

Required

```
func isAccessibilityAlternateUIVisible() -> Bool
```

Returns the Boolean value that determines whether the accessibility element's alternative UI is currently visible.

Required

```
func setAccessibilityAlternateUIVisible(Bool)
```

Sets the Boolean value that determines whether the accessibility element's alternative UI is currently visible.

Required

```
func accessibilityCancelButton() -> Any?
```

Returns the child accessibility element that represents the window's cancel button.

Required

```
func setAccessibilityCancelButton(Any?)
```

Sets the child accessibility element that represents the window's cancel button.

Required

```
func accessibilityCloseButton() -> Any?
```

Returns the child accessibility element that represents the window's close button.

Required

```
func setAccessibilityCloseButton(Any?)
```

Sets the child accessibility element that represents the window's close button.

Required

```
func accessibilityDefaultButton() -> Any?
```

Returns the child accessibility element that represents the window's default button.

Required

```
func setAccessibilityDefaultButton(Any?)
```

Sets the child accessibility element that represents the window's default button.

Required

```
func accessibilityFullScreenButton() -> Any?
```

Returns the child accessibility element that represents the window's full-screen button.

Required

```
func setAccessibilityFullScreenButton(Any?)
```

Sets the child accessibility element that represents the window's full-screen button.

Required

```
func accessibilityGrowArea() -> Any?
```

Returns the child accessibility element that represents the window's grow area.

Required

```
func setAccessibilityGrowArea(Any?)
```

Sets the child accessibility element that represents the window's grow area.

Required

```
func isAccessibilityMain() -> Bool
```

Returns a Boolean value that determines whether the window is the app's main window.

Required

```
func setAccessibilityMain(Bool)
```

Sets a Boolean value that determines whether the window is the app's main window.

Required