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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.