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Structure

SpatialTapGesture

A gesture that recognizes one or more taps and reports their location.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | visionOS 1.0+ | watchOS 9.0+

```
struct SpatialTapGesture
```

Overview

To recognize a tap gesture on a view, create and configure the gesture, and then add it to the view using the `gesture(_ :including:)` modifier. The following code adds a tap gesture to a [Circle](#) that toggles the color of the circle based on the tap location:

```
struct TapGestureView: View {
    @State private var location: CGPoint = .zero

    var tap: some Gesture {
        SpatialTapGesture()
            .onEnded { event in
                self.location = event.location
            }
    }

    var body: some View {
        Circle()
            .fill(self.location.y > 50 ? Color.blue : Color.red)
            .frame(width: 100, height: 100, alignment: .center)
            .gesture(tap)
    }
}
```

Topics

Creating a spatial tap gesture

`init(count: Int, coordinateSpace: some CoordinateSpaceProtocol)`

Creates a tap gesture with the number of required taps and the coordinate space of the gesture's location.

`var coordinateSpace: CoordinateSpace`

The coordinate space in which to receive location values.

`var count: Int`

The required number of tap events.

Getting the gesture's value

`struct Value`

The attributes of a tap gesture.

Deprecated initializers

```
init(count: Int, coordinateSpace: CoordinateSpace)
```

Creates a tap gesture with the number of required taps and the coordinate space of the gesture's location.

Deprecated

Initializers

```
init(count: Int, coordinateSpace3D: some CoordinateSpace3D)
```

Creates a tap gesture with the number of required taps and the coordinate space of the gesture's location.

```
init(count:coordinateSpace:)
```

Creates a tap gesture with the number of required taps and the coordinate space of the gesture's location.

Relationships

Conforms To

Gesture

See Also

Recognizing tap gestures

```
func onTapGesture(count: Int, perform: () -> Void) -> some View
```

Adds an action to perform when this view recognizes a tap gesture.

```
func onTapGesture(count:coordinateSpace:perform:)
```

Adds an action to perform when this view recognizes a tap gesture, and provides the action with the location of the interaction.

```
struct TapGesture
```

A gesture that recognizes one or more taps.