Article

Apple Pencil updates

Learn about important changes to Apple Pencil.

Overview

Browse notable changes in Apple Pencil.

June 2024

UIKit

- Implement custom low-latency drawing if your app doesn't use PencilKit. Participate in UI updates and influence UI update behavior using `UIUpdateLink`.

PencilKit

- Offer a wider variety of marking tools by creating a configurable tool picker. Create a `PKTool Picker`, add standard system tools or define your own custom tools with `PKToolPicker CustomItem`, and specify which order the tools appear in. Include an optional `accessory Item` in the tool picker to provide quick access to additional features directly from the picker.

May 2024

SwiftUI and UIKit

- Perform actions in your app in response to squeeze interactions on Apple Pencil Pro. People can choose their preferred squeeze action in Settings > Apple Pencil > Actions > Squeeze, such as switching drawing tools, showing a contextual palette, or performing an App Shortcut. You can

also implement a custom action for squeeze and give people the choice to use your app's custom behavior instead. In SwiftUI, use `onPencilSqueeze(perform:)`. In UIKit, use `pencilInteraction(_:didReceiveSqueeze:)`.

- Perform actions in your app in response to double-tap interactions on Apple Pencil. People can choose their preferred double-tap action in Settings > Apple Pencil > Actions > Double Tap. In SwiftUI, use `onPencilDoubleTap(perform:)`. In UIKit, update your implementation to use `pencilInteraction(_:didReceiveTap:)`, which replaces the deprecated `pencilInteractionDidTap(_:)`.

- Leverage the hover pose of Apple Pencil to support more complex interactions in response to a double tap or squeeze. Information about the hover pose — such as azimuth, altitude, and hover distance — is available when a person holds a supported model of Apple Pencil close to the screen during a double tap or squeeze. In SwiftUI, use `PencilHoverPose`. In UIKit, use `UIPencilHoverPose`.

- Provide tactile feedback on Apple Pencil Pro by playing haptics in response to certain actions, such as snapping objects to a grid. In SwiftUI, use `SensoryFeedback`. In UIKit, use `UIFeedbackGenerator`.

- Track the barrel-roll angle of Apple Pencil Pro to create more expressive drawing experiences and hover previews using `rollAngle`.

- Check the value of the hover tool preview preference from the Apple Pencil section of the Settings app using `prefersHoverToolPreview`.

PencilKit

- Take advantage of barrel-roll tracking for Apple Pencil Pro when a person makes marker and fountain pen strokes. Support `PKContentVersion.version3`, which includes the version of the inks that incorporate barrel-roll data.

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