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## 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**