

[AppKit](#) / [NSAccessibility](#) / `screenPoint(fromView:point:)`

Type Method

# screenPoint(fromView:point:)

Returns the point in screen coordinates.

macOS 10.10+

```
static func screenPoint(  
    fromView parentView: NSView,  
    point: NSPoint  
) -> NSPoint
```

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## Discussion

Given a point in the specified view's coordinates, it returns the same point in the screen's coordinates.

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## See Also

### Getting Screen Coordinates

```
static func screenRect(fromView: NSView, rect: NSRect) -> NSRect
```

Returns the frame in screen coordinates.