Enumeration

CollisionEvents

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 26.0+ | visionOS

```
enum CollisionEvents
```

Topics

Detecting collisions

struct **Began**

An event raised when two objects collide.

struct **Updated**

An event raised on every frame when two objects are in contact.

struct **Ended**

An event raised when two objects, previously in contact, separate.

See Also

Physics and motion events

enum **AnimationEvents**

Notable milestones that the framework signals during animation playback.

enum PhysicsSimulationEvents

Types of events that fire during physics simulations