

[AppKit / Sound, Speech, and Haptics](#)

API Collection

Sound, Speech, and Haptics

Play sounds and haptic feedback, and incorporate speech recognition and synthesis into your interface.

Topics

Sounds

`class NSSound`

A simple interface for loading and playing audio files.

Speech

`class NSSpeechRecognizer`

The Cocoa interface to speech recognition in macOS.

~~`class NSSpeechSynthesizer`~~

The Cocoa interface to speech synthesis in macOS.

Deprecated

Haptics

`class NSHapticFeedbackManager`

An object that provides access to the haptic feedback management attributes on a system with a Force Touch trackpad.

`protocol NSHapticFeedbackPerformer`

A set of methods and constants that a haptic feedback performer implements.

```
protocol NSAlignmentFeedbackToken
```

```
class NSAlignmentFeedbackFilter
```

An object that can filter the movement of an object and provides haptic feedback when alignment occurs.

See Also

User Interface

☰ Views and Controls

Present your content onscreen and handle user input and events.

☰ View Management

Manage your user interface, including the size and position of views in a window.

☰ View Layout

Position and size views using a stack view or Auto Layout constraints.

☰ Appearance Customization

Add Dark Mode support to your app, and use appearance proxies to modify your UI.

☰ Animation

Animate your views and other content to create a more engaging experience for users.

☰ Windows, Panels, and Screens

Organize your view hierarchies and facilitate their display onscreen.

📄 Supporting Continuity Camera in Your Mac App

Incorporate scanned documents and pictures from a user's iPhone, iPad, or iPod touch into your Mac app using Continuity Camera.