

[UIKit](#) / Mac Catalyst

API Collection

Mac Catalyst

Create a version of your iPad app that users can run on a Mac device.

Overview

With Mac Catalyst, you can make a Mac version of your iPad app. Click the Mac checkbox in your iPad app's project settings to configure the project to build both Mac and iPad versions of your app. The two apps share the same project and source code, making it easy to change your code in one place.

For information about designing a Mac version of your iPad app, see [Mac Catalyst](#) in the Human Interface Guidelines.

Important

Mac apps built with Mac Catalyst can only use [AppKit](#) APIs marked as available in Mac Catalyst, such as [NSToolbar](#) and [NSTouchBar](#). Mac Catalyst doesn't support accessing unavailable AppKit APIs.

Topics

Essentials

📄 Creating a Mac version of your iPad app

Bring your iPad app to macOS with Mac Catalyst.

App support

Bring an iPad App to the Mac with Mac Catalyst

Build a native Mac app from the same codebase as your iPad app.

Choosing a user interface idiom for your Mac app

Select the iPad or the Mac user interface idiom in your Mac app built with Mac Catalyst.

Optimizing your iPad app for Mac

Make your iPad app more like a Mac app by taking advantage of system features in macOS.

LSMinimumSystemVersion

The minimum version of the operating system required for the app to run in macOS.

UIApplicationSupportsTabbedSceneCollection

A Boolean value indicating whether an app built with Mac Catalyst supports automatic tabbing mode.

User interface

UIKit Catalog: Creating and customizing views and controls

Customize your app's user interface with views and controls.

Building and improving your app with Mac Catalyst

Improve your iPadOS app with Mac Catalyst by supporting native controls, multiple windows, sharing, printing, menus and keyboard shortcuts.

Displaying a checkbox in your Mac app built with Mac Catalyst

Present a switch control as a Mac-style checkbox when your app runs in the Mac user interface idiom.

Removing the title bar in your Mac app built with Mac Catalyst

Display content that fills the entire height of a window by removing the title bar.

Toolbar

Provide a space for controls under a window's title bar and above your custom content.


Touch Bar

Display interactive content and controls in the Touch Bar.


User interactions

-  Navigating an app's user interface using a keyboard

Navigate between user interface elements using a keyboard and focusable UI elements in iPad apps and apps built with Mac Catalyst.

-  Adding menus and shortcuts to the menu bar and user interface

Provide quick access to useful actions by adding menus and keyboard shortcuts to your Mac app built with Mac Catalyst.

-  Handling key presses made on a physical keyboard

Detect when someone presses and releases keys on a physical keyboard.

`class UIHoverGestureRecognizer`

A continuous gesture recognizer that interprets pointer movement over a view.

User preferences

-  Displaying a Preferences window

Provide a Preferences window in your Mac app built with Mac Catalyst so users can manage app preferences defined in a Settings bundle.

-  Detecting changes in the preferences window

Listen for and respond to a user's preference changes in your Mac app built with Mac Catalyst using Combine.

Tooltips

-  Showing help tags for views and controls using tooltip interactions

Explain the purpose of interface elements by showing a tooltip when a person positions the pointer over the element.

`class UIToolTipInteraction`

An interaction object that makes it possible to show a tooltip when hovering a pointer over a view or control.

`protocol UIToolTipInteractionDelegate`

An interface that provides tooltip settings to an interaction.

See Also

App structure

☰ App and environment

Manage life-cycle events and your app's UI scenes, and get information about traits and the environment in which your app runs.

☰ Documents, data, and pasteboard

Organize your app's data and share that data on the pasteboard.

☰ Resource management

Manage the images, strings, storyboards, and nib files that you use to implement your app's interface.

☰ App extensions

Extend your app's basic functionality to other parts of the system.

☰ Interprocess communication

Display activity-based services to people.