

[UIKit](#) / [Pointer interactions](#) / Enhancing your iPad app with pointer interactions

Sample Code

# Enhancing your iPad app with pointer interactions

Provide a great user experience with pointing devices, by incorporating pointer content effects and shape customizations.

[Download](#)

iOS 14.0+ | iPadOS 14.0+ | Xcode 12.5+



## Overview

### Note

This sample code project is associated with WWDC20 session [10093: Build for the iPadOS Pointer](#).

## Configure the Sample Code Project

To run the sample in Xcode, you need an iPad with iPadOS 14.0 or later and a Trackpad or Mouse connected, or set the Simulator to any model of iPad.

## See Also

### Essentials

```
class UIPointerInteraction
```

An interaction that enables support for effects on a view or customizes the pointer's appearance within a region of an app.

```
protocol UIPointerInteractionDelegate
```

An interface for handling pointer movements within the interaction's view.

{} Integrating pointer interactions into your iPad app

Support touch interactions in your iPad app by adding pointer interactions to your views.