Protocol

GCPressedStateInput

The common properties for an element that has press state input, such as input from a button.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | tvOS 16.0+ | visionOS 1.0+

```
protocol GCPressedStateInput : NSObjectProtocol
```

Topics

Getting change information

`var isPressed: Bool`

A Boolean value that indicates whether the user presses the button.

Required

`var lastPressedStateTimestamp: TimeInterval`

The time of the most recent press state change.

Required

`var lastPressedStateLatency: TimeInterval`

The time in seconds between the last press state change and the current time.

Required

`var pressedDidChangeHandler: ((any GCPhysicalInputElement, any GCPressedStateInput, Bool) -> Void)?`

The block that the profile calls when an element's press state changes.

Required

Getting user actions

`var sources: Set<AnyHashable>`

One or more physical actions the user performs to manipulate the input.

Required

Relationships

Inherits From

`NSObjectProtocol`

See Also

Button elements and names

`protocol GCTouchedStateInput`

The common properties for an element that has touch state input.