

[SwiftUI](#) / DragGesture

Structure

DragGesture

A dragging motion that invokes an action as the drag-event sequence changes.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | visionOS 1.0+ | watchOS 6.0+

```
struct DragGesture
```

Mentioned in

 Composing SwiftUI gestures

Overview

To recognize a drag gesture on a view, create and configure the gesture, and then add it to the view using the [gesture\(_ :including:\)](#) modifier.

Add a drag gesture to a [Circle](#) and change its color while the user performs the drag gesture:

```
struct DragGestureView: View {
    @State private var isDragging = false

    var drag: some Gesture {
        DragGesture()
            .onChanged { _ in self.isDragging = true }
            .onEnded { _ in self.isDragging = false }
    }

    var body: some View {
        Circle()
```

```
        .fill(self.isDragging ? Color.red : Color.blue)
        .frame(width: 100, height: 100, alignment: .center)
        .gesture(drag)
    }
```

Topics

Creating a drag gesture

`init(minimumDistance: CGFloat, coordinateSpace: some CoordinateSpaceProtocol)`

Creates a dragging gesture with the minimum dragging distance before the gesture succeeds and the coordinate space of the gesture's location.

`var minimumDistance: CGFloat`

The minimum dragging distance before the gesture succeeds.

`var coordinateSpace: CoordinateSpace`

The coordinate space in which to receive location values.

Deprecated initializers

~~`init(minimumDistance: CGFloat, coordinateSpace: CoordinateSpace)`~~

Creates a dragging gesture with the minimum dragging distance before the gesture succeeds and the coordinate space of the gesture's location.

Deprecated

Structures

`struct Value`

The attributes of a drag gesture.

Initializers

`init(minimumDistance: CGFloat, coordinateSpace3D: some CoordinateSpace3D)`

Creates a dragging gesture with the minimum dragging distance before the gesture succeeds and the coordinate space of the gesture's location.

```
init(minimumDistance:coordinateSpace:)
```

Creates a dragging gesture with the minimum dragging distance before the gesture succeeds and the coordinate space of the gesture's location.

Relationships

Conforms To

Gesture

See Also

Recognizing gestures that change over time

```
func gesture(_:)
```

Attaches an [NSGestureRecognizerRepresentable](#) to the view.

```
func gesture<T>(T, isEnabled: Bool) -> some View
```

Attaches a gesture to the view with a lower precedence than gestures defined by the view.

```
func gesture<T>(T, name: String, isEnabled: Bool) -> some View
```

Attaches a gesture to the view with a lower precedence than gestures defined by the view.

```
func gesture<T>(T, including: GestureMask) -> some View
```

Attaches a gesture to the view with a lower precedence than gestures defined by the view.

struct WindowDragGesture

A gesture that recognizes the motion of and handles dragging a window.

struct MagnifyGesture

A gesture that recognizes a magnification motion and tracks the amount of magnification.

struct RotateGesture

A gesture that recognizes a rotation motion and tracks the angle of the rotation.

struct RotateGesture3D

A gesture that recognizes 3D rotation motion and tracks the angle and axis of the rotation.

```
struct GestureMask
```

Options that control how adding a gesture to a view affects other gestures recognized by the view and its subviews.