

## Documentation

[AppKit / `NSWindow` / `NSWindow.CollectionBehavior`](#)

### Structure

## NSWindow.CollectionBehavior

Window collection behaviors related to Mission Control, Spaces, and Stage Manager.

macOS 10.5+

```
struct CollectionBehavior
```

## Overview

Collection behaviors are properties you set on windows to control their display characteristics in window management technologies. Use them to specify a preference on how windows behave in window management technologies like Mission Control, Spaces, and Stage Manager.

To set a collection behavior on a window, assign one or more behavior options to the window's [collectionBehavior](#) property:

Swift    Objective-C

```
window.collectionBehavior = .primary
```

Not all collection behaviors apply to all windowing management technologies, and some are mutually exclusive to their respective groups. For example, [primary](#), [auxiliary](#), and [canJoinAllApplications](#) only apply to full screen and Stage Manager. They're also mutually exclusive. Specify at most one per window.

## Topics

### Window Collection Behaviors Creation

```
init(rawValue: UInt)
```

Creates a window collection behavior using the given raw value.

### Stage Manager and full screen

```
static var primary: NSWindow.CollectionBehavior
```

The behavior marking this window as primary for both Stage Manager and full screen.

```
static var auxiliary: NSWindow.CollectionBehavior
```

The behavior marking this window as auxiliary for both Stage Manager and full screen.

```
static var canJoinAllApplications: NSWindow.CollectionBehavior
```

The behavior marking this window as one that can join all apps for both Stage Manager and full screen.

### Spaces

```
static var canJoinAllSpaces: NSWindow.CollectionBehavior
```

The window can appear in all spaces.

```
static var moveToActiveSpace: NSWindow.CollectionBehavior
```

When the window becomes active, move it to the active space instead of switching spaces.

### Mission Control

```
static var stationary: NSWindow.CollectionBehavior
```

Mission Control doesn't affect the window, so it stays visible and stationary, like the desktop window.

### Spaces and Mission Control

```
static var managed: NSWindow.CollectionBehavior
```

The window participates in Mission Control and Spaces.

```
static var transient: NSWindow.CollectionBehavior
```

The window floats in Spaces and hides in Mission Control.

### Full screen

```
static var fullScreenPrimary: NSWindow.CollectionBehavior
```

The window can enter full-screen mode.

```
static var fullScreenAuxiliary: NSWindow.CollectionBehavior
```

The window displays on the same space as the full screen window.

```
static var fullScreenNone: NSWindow.CollectionBehavior
```

The window doesn't support full-screen mode.

```
static var fullScreenAllowsTiling: NSWindow.CollectionBehavior
```

The window can be a secondary full screen tile even if it can't be a full screen window itself.

```
static var fullScreenDisallowTiling: NSWindow.CollectionBehavior
```

The window doesn't support being a full-screen tile window, but may support being a full-screen window.

### Window cycling

```
static var participatesInCycle: NSWindow.CollectionBehavior
```

The window participates in the window cycle for use with the Cycle Through Windows menu item.

```
static var ignoresCycle: NSWindow.CollectionBehavior
```

The window isn't part of the window cycle for use with the Cycle Through Windows menu item.

## Relationships

### Conforms To

[BitwiseCopyable](#)

[Equatable](#)

[ExpressibleByArrayLiteral](#)

[OptionSet](#)

[RawRepresentable](#)

[Sendable](#)

[SendableMetatype](#)

[SetAlgebra](#)

### See Also

#### Constants

`enum SelectionDirection`

Constants that specify the direction a window is currently using to change the key view.

`enumButtonType`

Constants that provide a way to access standard title bar buttons.

`:= NSRunLoop Ordering Modes for NSWindow`

Constants that specify the priority of runloop messages.

`enum Depth`

A type that represents the depth, or amount of memory, for a single pixel in a window or screen.

`enum BackingStoreType`

Constants that specify how the window device buffers the drawing done in a window.

`enum OrderingMode`

Constants that let you specify how a window is ordered relative to another window.

`enum SharingType`

Constants that represent the access levels other processes can have to a window's content.

`struct NumberListOptions`

Options to use when retrieving window numbers from the system.

`enum AnimationBehavior`

Constants that control the automatic window animation behavior windows use when ordering to the front or out of view.

`struct OcclusionState`

Specifies whether the window is occluded.

`enum TitleVisibility`

Specifies the appearance of the window's title bar area.

`enum UserTabbingPreference`

A value that indicates the user's preference for window tabbing.

`enum TabbingMode`

The preferred tabbing behavior of a window.

`:= Application Kit Version for Deferred Window Display Support`

The version of the AppKit.framework containing a specific bug fix or capability.

`:= Application Kit Version for Custom Sheet Position`

The version of the AppKit.framework containing a specific bug fix or capability.