

AppKit / [NSWindow](#) / NSWindow.CollectonBehavior

Structure

NSWindow.CollectonBehavior

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

macOS 10.5+

`struct` CollectonBehavior

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:

SwiftObjective-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.CollectonBehavior`

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

`static var auxiliary: NSWindow.CollectonBehavior`

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

`static var canJoinAllApplications: NSWindow.CollectonBehavior`

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

Spaces

`static var canJoinAllSpaces: NSWindow.CollectonBehavior`

The window can appear in all spaces.

`static var moveToActiveSpace: NSWindow.CollectonBehavior`

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

Mission Control

`static var stationary: NSWindow.CollectonBehavior`

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.CollectonBehavior`

The window participates in Mission Control and Spaces.

`static var transient: NSWindow.CollectonBehavior`

The window floats in Spaces and hides in Mission Control.

Full screen

`static var fullScreenPrimary: NSWindow.CollectonBehavior`

The window can enter full-screen mode.

`static var fullScreenAuxiliary: NSWindow.CollectonBehavior`

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

`static var fullScreenNone: NSWindow.CollectonBehavior`

The window doesn't support full-screen mode.

`static var fullScreenAllowsTiling: NSWindow.CollectonBehavior`

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

`static var fullScreenDisallowsTiling: NSWindow.CollectonBehavior`

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.CollectonBehavior`

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

`static var ignoresCycle: NSWindow.CollectonBehavior`

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.

enum [ButtonType](#)

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

⌘ [NSRunLoop—Ordering Modes for NSWindow](#)

Constants that specify the priority for 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.