

Gesture Recognizers

Brent Nycum
brentnycum@gmail.com

Choose a template for your new project:

📱 iOS

Application

Framework & Library

Other

🖥️ Mac OS X

Application

Framework & Library

Application Plug-in

System Plug-in

Other

Navigation-based
Application

OpenGL ES
Application

Split View-based
Application

Tab Bar Application

Utility Application

View-based
Application

Window-based
Application

 **View-based Application**

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a nib file that contains the view.

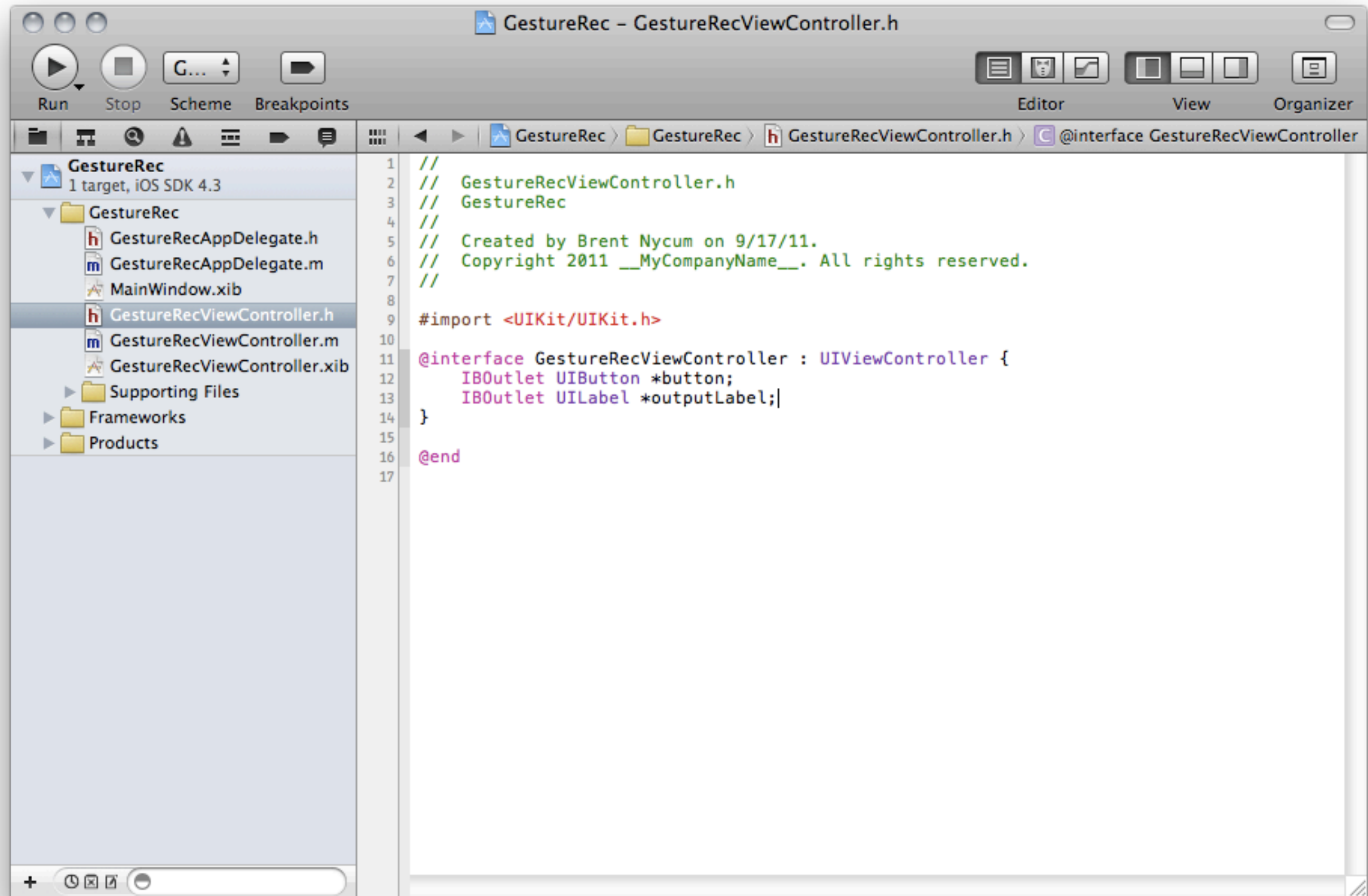
Cancel

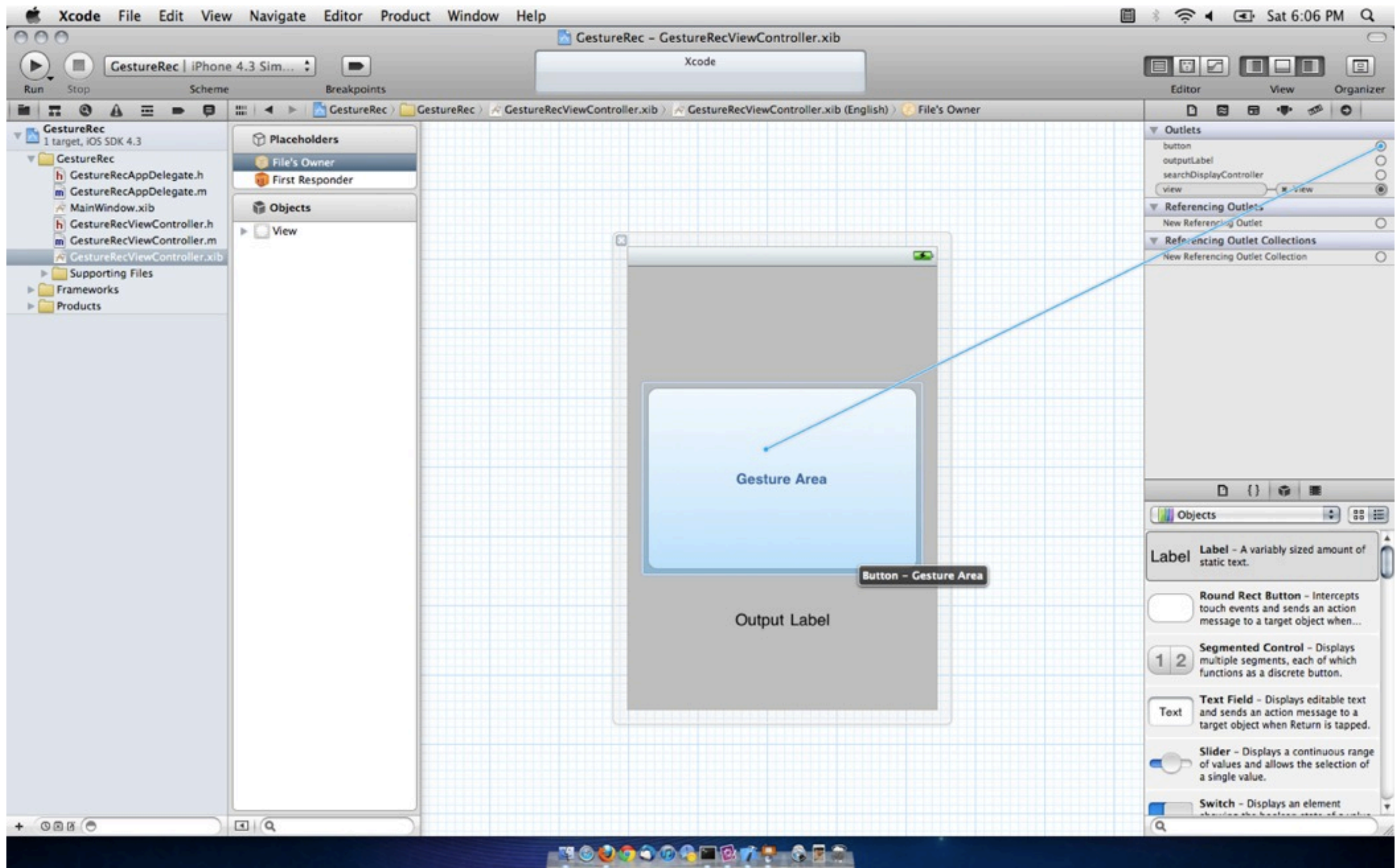
Previous

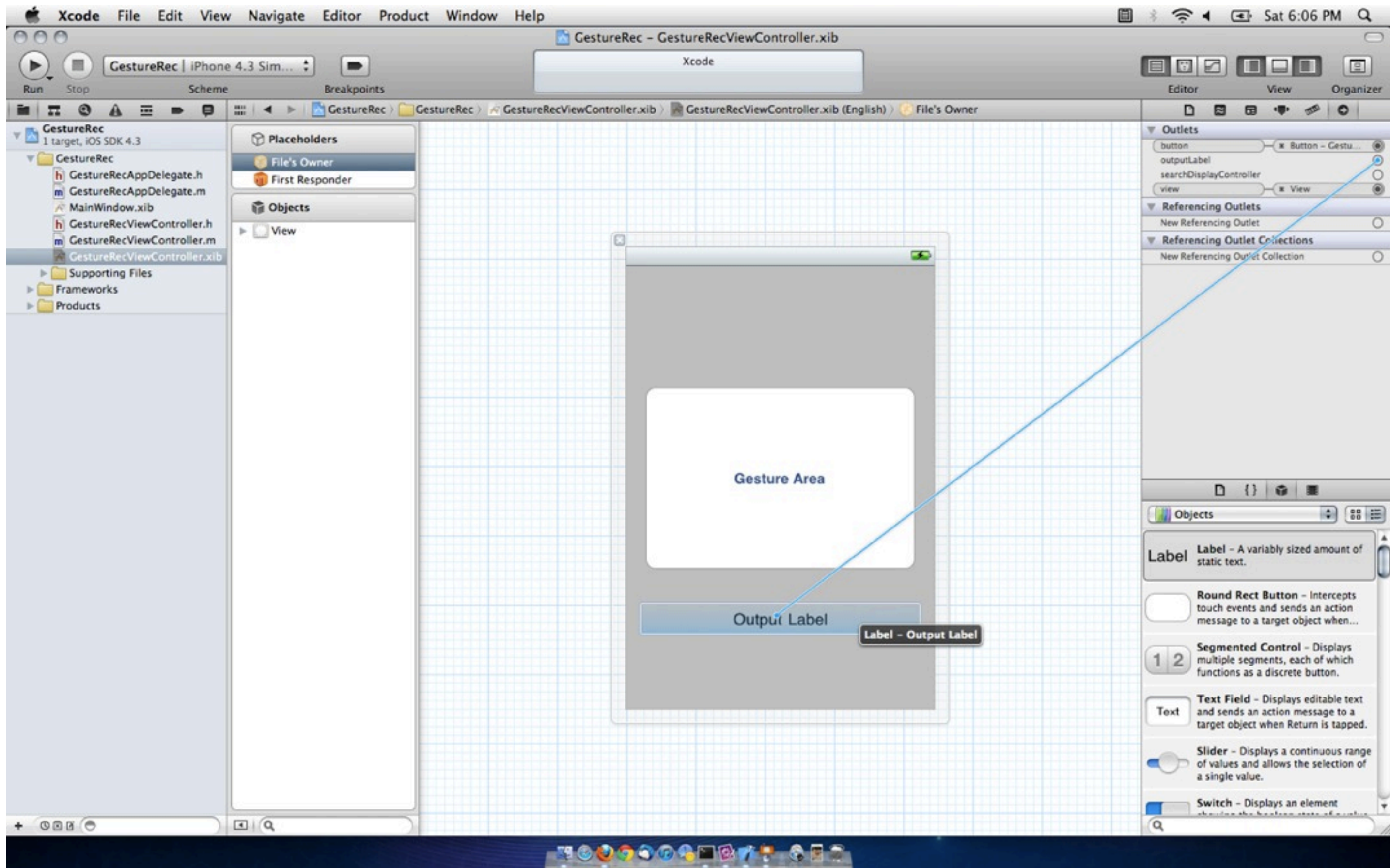
Next

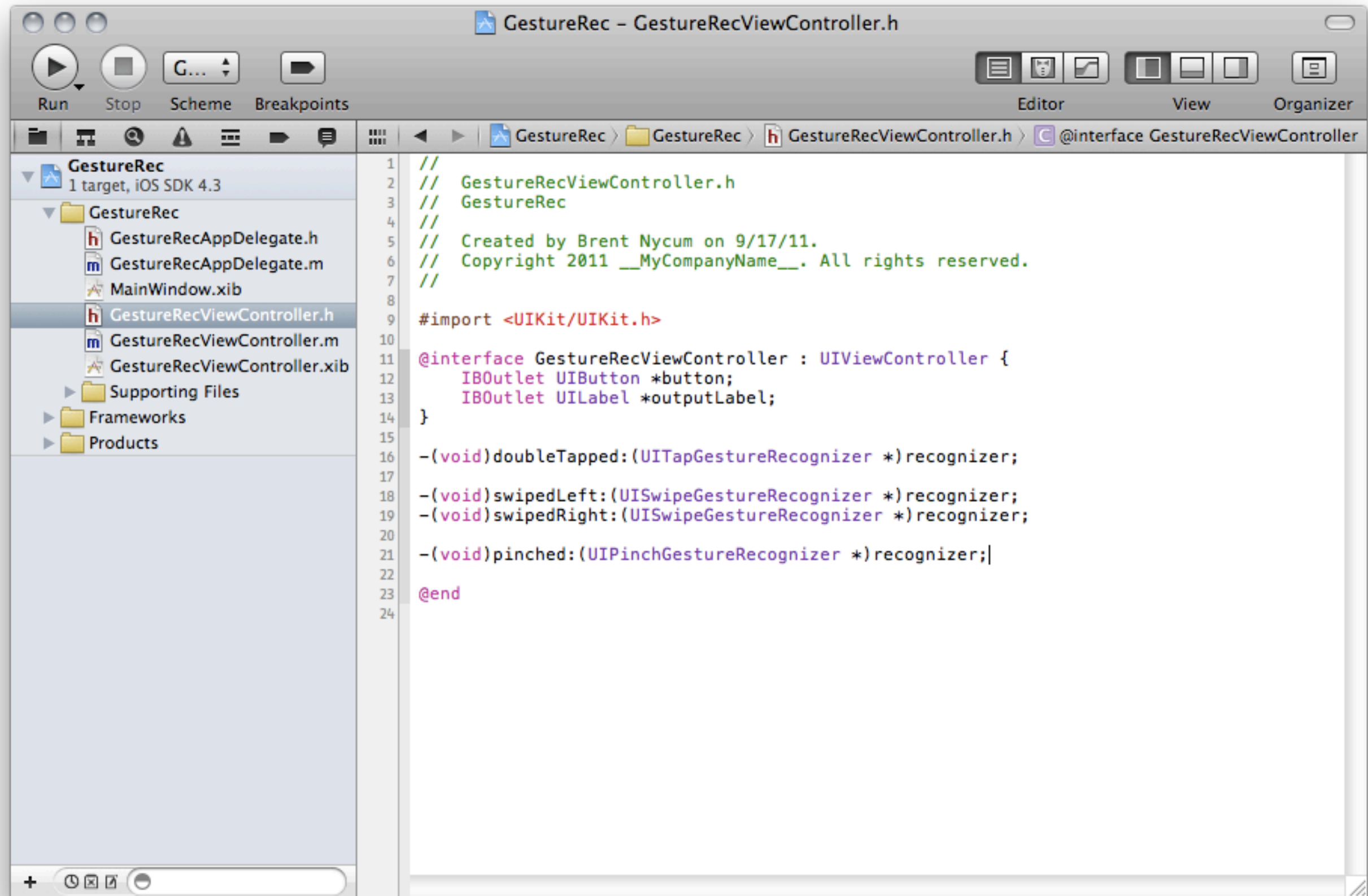
Gesture Area

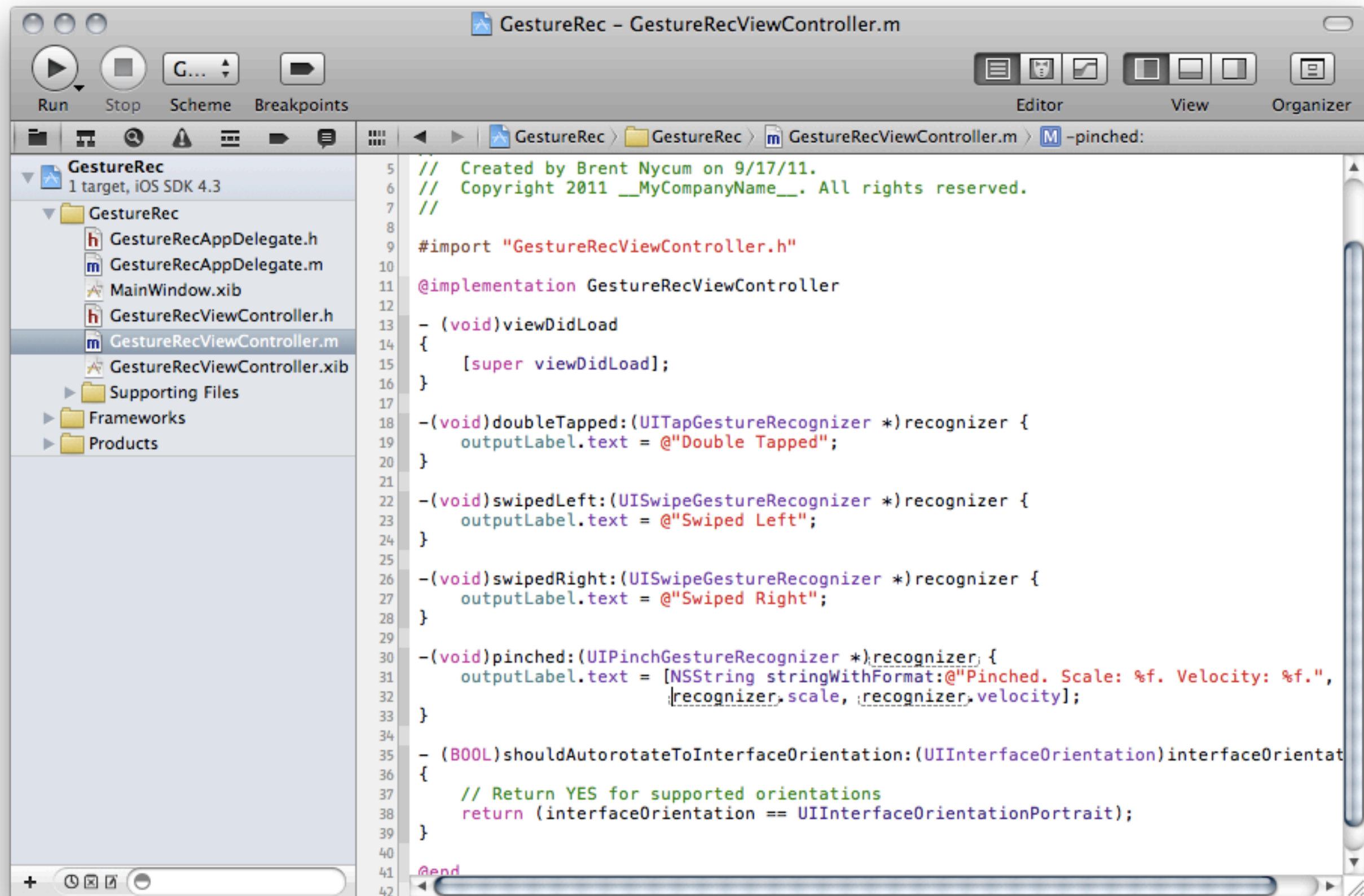
- GestureViewController.xib
 - Button stretched out and centered
 - Output Label

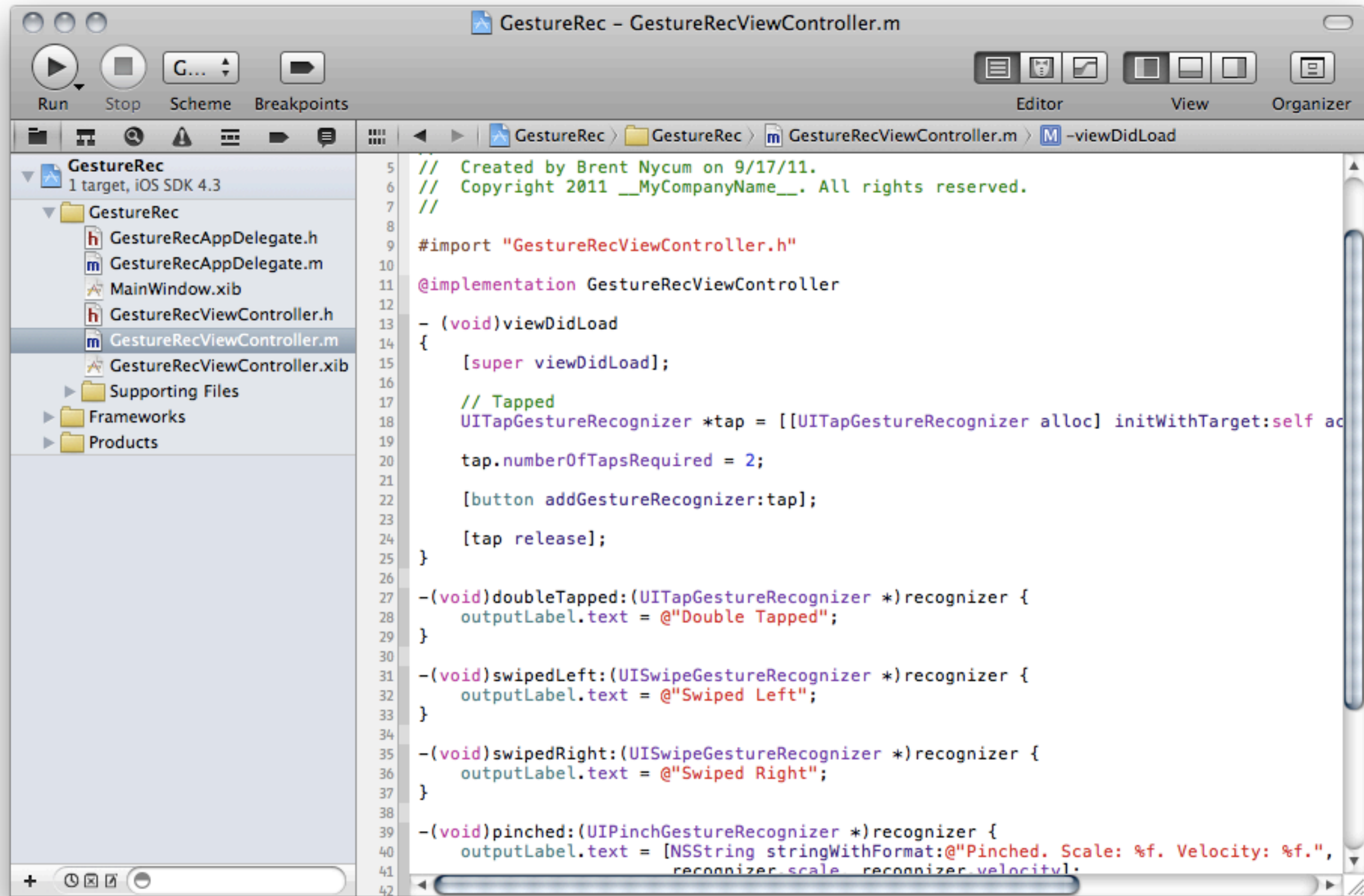




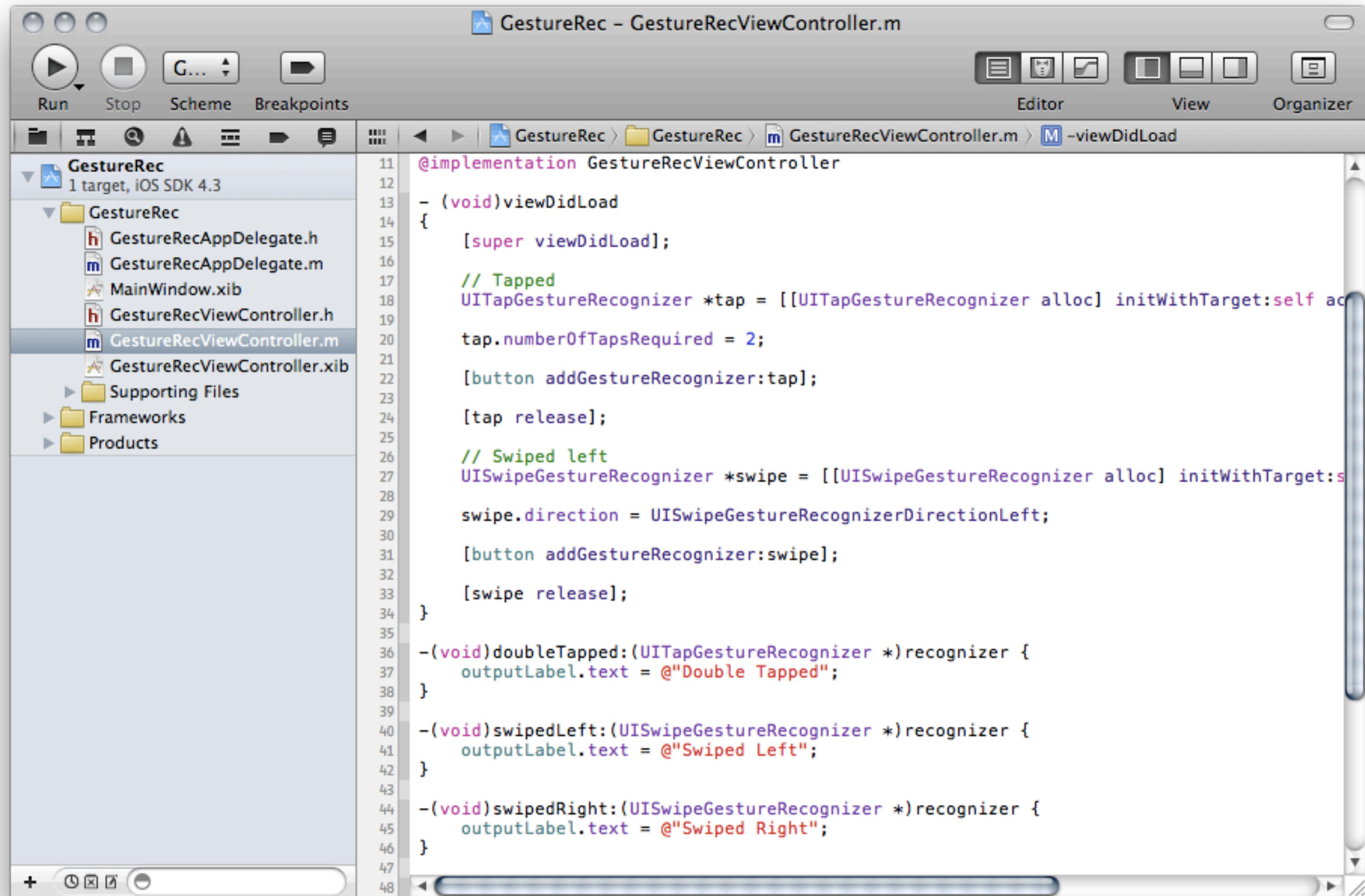








```
UITapGestureRecognizer *tap = [[UITapGestureRecognizer alloc] initWithTarget:self  
action:@selector(doubleTapped:)];  
  
tap.numberOfTapsRequired = 2;  
  
[button addGestureRecognizer:tap];  
  
[tap release];
```

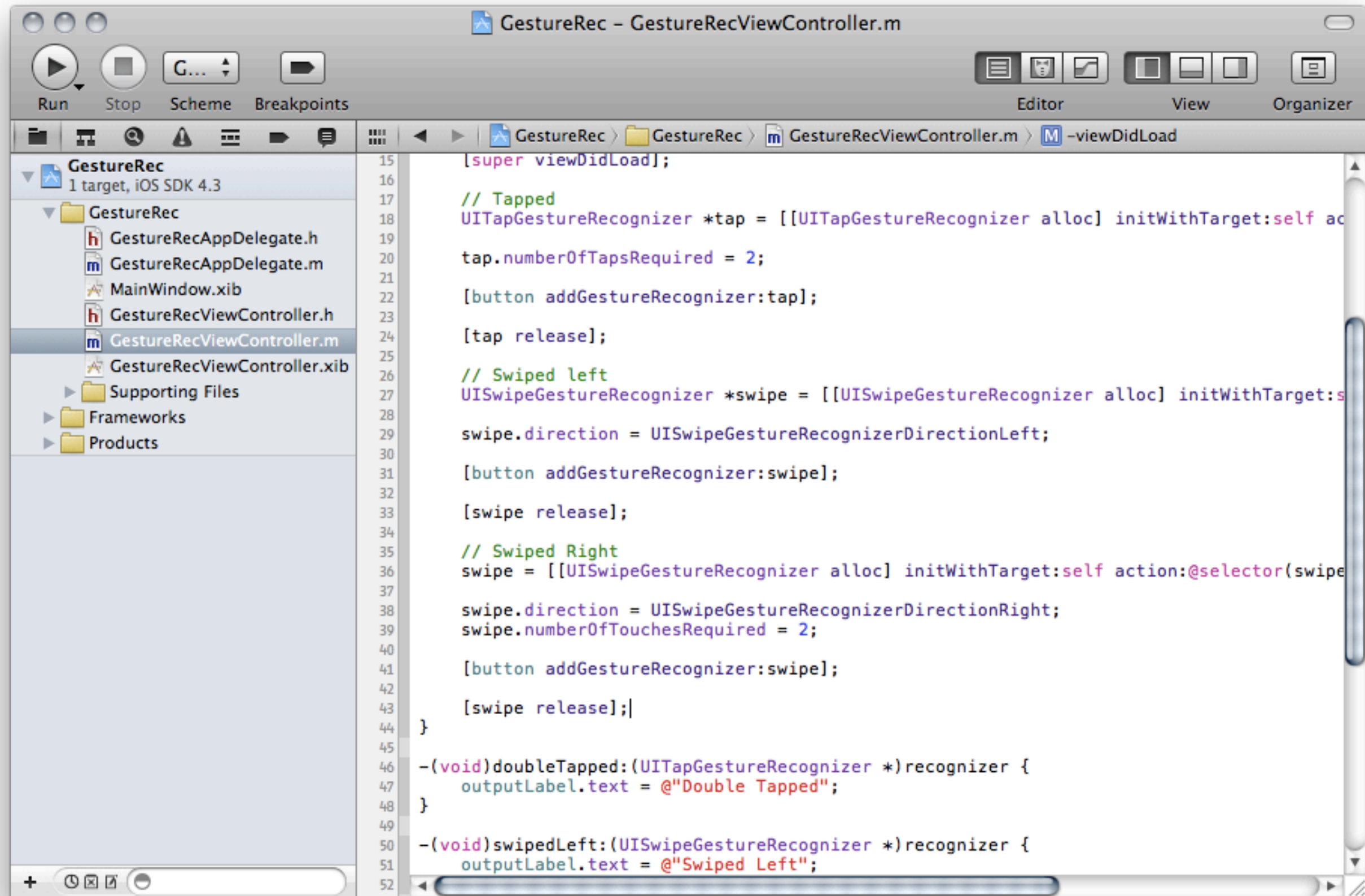


```
UISwipeGestureRecognizer *swipe = [[UISwipeGestureRecognizer alloc]
initWithTarget:self action:@selector(swipedLeft:)];

swipe.direction = UISwipeGestureRecognizerDirectionLeft;

[button addGestureRecognizer:swipe];

[swipe release];
```

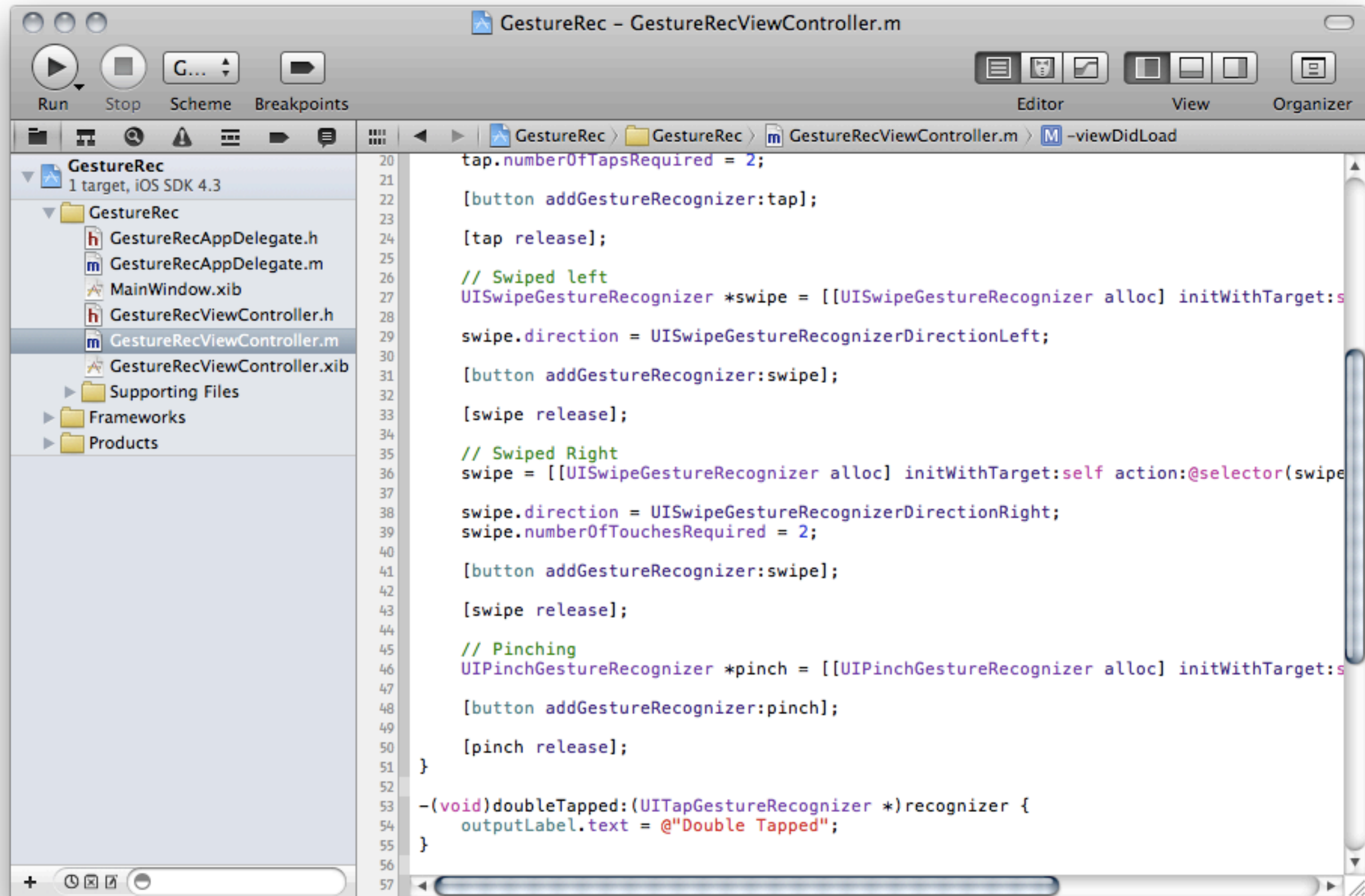


```
swipe = [[UISwipeGestureRecognizer alloc] initWithTarget:self action:@selector
(swipedRight:)];

swipe.direction = UISwipeGestureRecognizerDirectionRight;
swipe.numberOfTouchesRequired = 2;

[button addGestureRecognizer:swipe];

[swipe release];
```



```
UIPinchGestureRecognizer *pinch = [[UIPinchGestureRecognizer alloc]
initWithTarget:self action:@selector(pinch:)];

[button addGestureRecognizer:pinch];

[pinch release];
```