

Application considerations

The suitability of generic gesture functionality and settings is dependent on the target applications.

In this section we have highlighted known application consideration that may affect the way gestures are used.

For example, Gestures has a few different modes that determine which actions it will perform for a given gesture. For [painting mode](#), it switches to a simple touch interface where one touch is translated into mouse events and subsequent touches are ignored. There's also a mode for [web browsers](#), a mode for the [iOS simulator](#), and the normal mode where the applications settings determine the action.

The mode is determined when the first finger of a touch begins.

Touch-Base Support

<http://support.touch-base.com/Documentation/50189/Application-consideration...>