Element: touchcancel event

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The `touchcancel` event is fired when one or more touch points have been disrupted in an implementation-specific manner.

Some examples of situations that will trigger a `touchcancel` event:

- A hardware event occurs that cancels the touch activities. This may include, for example, the user switching applications using an application switcher interface or the "home" button on a mobile device.
- The device's screen orientation is changed while the touch is active.
- The browser decides that the user started touch input accidentally. This can happen if, for example, the hardware supports palm rejection to prevent a hand resting on the display while using a stylus from accidentally triggering events.
- The touch-action CSS property prevents the input from continuing.
- When the user interacts with too many fingers simultaneously, the browser can fire this event for all existing pointers (even if the user is still touching the screen).

Syntax

Use the event name in addEventListener():

```
addEventListener("touchcancel", (event) => { })
```

Alternatively, assign to the event handler property of the interface:

```
ontouchcancel = (event) => { }
```

Event type

A TouchEvent. Inherits from Event.

Examples

Code samples for those events are available on the dedicated page: Touch events.

Specifications

Browser compatibility

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