
Different Transitions

iOS Segue - Left to Right



iOS Segue - Left to Right

Default “show” transitions for new segue transitions new ViewController from the bottom to the top. If you want horizontal transitions (Left to Right and Right to Left) you need to include new Swift class SegueFromLeft and assign it as a custom transition.

This is perfect to introduce more detailed content in the form of Forward/backward transitions (example: (slide over) from left to right or from right to left.

To create horizontal transitions:

Create new Swift file named “SegueFromLeft”. Save it next to your storyboard in your project folder. Copy and paste the following swift code:

iOS Segue - Left to Right

Import UIKit

```
class SegueFromLeft: UIStoryboardSegue {  
    override func perform() {  
        let src = self.source  
        let dst = self.destination
```

```
        src.view.superview?.insertSubview(dst.view, aboveSubview: src.view)  
        dst.view.transform = CGAffineTransform(translationX: -src.view.frame.size.width, y: 0)
```

/*For the FromRight transition remove minus (-) before -src to turn the direction 180 degrees as in the following example:

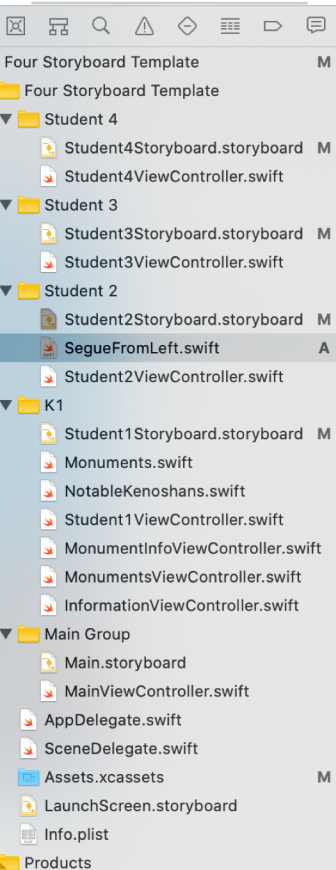
```
        dst.view.transform = CGAffineTransform(translationX: src.view.frame.size.width, y: 0)
```

```
        *****/
```

```
        UIView.animate(withDuration: 0.25,  
                        delay: 0.0,  
                        options: .curveEaseInOut,  
                        animations: {  
                            dst.view.transform = CGAffineTransform(translationX: 0, y: 0)  
                        },  
                        completion: { finished in  
                            src.present(dst, animated: false, completion: nil)  
                        })  
    }  
}
```



iOS Segue - Left to Right



Four Storyboard Template > Four Storyboard Template > Student 2 > SegueFromLeft.swift > No Selection

```
2 import UIKit
3 class SegueFromLeft: UIStoryboardSegue {
4     override func perform() {
5         let src = self.source
6         let dst = self.destination
7
8         src.view.superview?.insertSubview(dst.view, aboveSubview:
9             src.view)
10        dst.view.transform = CGAffineTransform(translationX:
11            -src.view.frame.size.width, y: 0)
12        /*For the FromRight transition remove minus (-) before -src to turn
13           the direction 180 degrees as in the following example:
14
15           dst.view.transform = CGAffineTransform(translationX:
16               src.view.frame.size.width, y: 0)
17           *****/
18        UIView.animate(withDuration: 0.25,
19            delay: 0.0,
20            options: .curveEaseInOut,
21            animations: {
22                dst.view.transform =
23                    CGAffineTransform(translationX:
24                        0, y: 0)
25            },
26            completion: { finished in
27                src.present(dst, animated: false,
28                    completion: nil)
29            }
30        )
31    }
32 }
```



iOS Segue - Left to Right

Select existing segue you want to modify.
In the inspector change class to SegueFromLeft

Kind: Custom

Test the transitions



iOS Segue - Left to Right

Four Storyboard Template
Four Storyboard Template
Student 4
Student4Storyboard.storyboard
Student4ViewController.swift
Student 3
Student3Storyboard.storyboard
Student3ViewController.swift
Student 2
Student2Storyboard.storyboard
SegueFromLeft.swift
Student2ViewController.swift
K1
Student1Storyboard.storyboard
Monuments
NotableKenoshans.swift
Student1ViewController.swift
MonumentInfoViewController.swift
MonumentsViewController.swift
InformationViewController.swift
Main Group
Main.storyboard
MainViewController.swift
AppDelegate.swift
SceneDelegate.swift
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products

View Controller Scene
View Controller
First Responder
Exit
Storyboard Entry Point
Custom segue to "View Controller"
View Controller Scene
View Controller Scene
View Controller Scene
View Controller Scene
View Controller Scene
View Controller Scene
View Controller Scene

View Controller
View Controller

Storyboard Segue
Identifier Identifier
Class SegueFromLeft
Module Four_Storyboard_Temp...
 Inherit Module From Target
Selector
Kind Custom
 Animates
Peek & Pop Preview & Commit Segues

iOS Segue - Left to Right

To revert the transition from Right to Left uncomment the code in multiple line comments or simply remove minus sign from before the `-src` to revert the direction:

Change this:

```
src.view.superview?.insertSubview(dst.view, aboveSubview: src.view)
    dst.view.transform = CGAffineTransform(translationX: -src.view.frame.size.width, y: 0)
```

TO this:

```
src.view.superview?.insertSubview(dst.view, aboveSubview: src.view)
    dst.view.transform = CGAffineTransform(translationX: src.view.frame.size.width, y: 0)
```

Compile and test

