

Use Drag Gestures in Mobile Tests

Use this article when a mobile test needs to perform a drag gesture on a device or mobile browser viewport.

What changed in this article

- Expanded the one-word title into a mobile testing gesture article.
- Added checks for start/end coordinates, element state, viewport size, device orientation, timing, scroll interference, and replay stability.
- Clarified when to prefer a native locator or action before relying on coordinate-style drag behavior.

Validation workflow

1. Confirm the target element, device profile, orientation, and expected start/end position.
2. Run the drag with conservative timing and verify the application state after the gesture.
3. Replay on the same target profile and adjust only after reviewing screenshots or video evidence.

Review note: This page now documents drag as a mobile gesture with reproducibility checks.

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If you have feedback on this topic, contact documentation@appvance.ai.

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