

# Inputs

Learn about the various methods people use to control your app or game and enter data.



Action button



Apple Pencil and Scribble



Camera Control



Digital Crown



Eyes



Focus and selection



Game controls



Gestures



Gyroscope and accelerometer



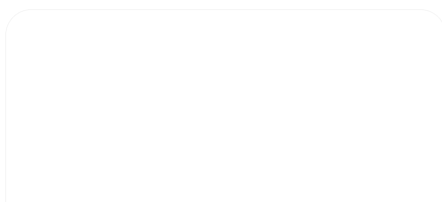
Keyboards



Nearby interactions



Pointing devices





Remotes