

[Game Controller](#) / `kIOHIDGCSyntheticDeviceKey`

## Global Variable

# kIOHIDGCSyntheticDeviceKey

A key that specifies whether the device is a game controller synthetic HID device.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS

```
var kIOHIDGCSyntheticDeviceKey: String { get }
```

## Mentioned in

 [Understanding game controller backward compatibility](#)

## Discussion

This key is present with a Boolean value of `true` on all game controller synthetic HID devices that the Game Controller framework creates.

If your app needs to exclude these synthetic HID devices from discovery by [IOHIDManagerRef](#), [IOServiceGetMatchingServices\( : : :\)](#), or [IOServiceAddMatchingNotification\( : : : : :\)](#), include the [kIOHIDGCSyntheticDeviceKey](#) with a value of `false` in the matching criteria.

```
IOHIDManagerRef manager = IOHIDManagerCreate(kCFAllocatorDefault, kIOHIDManagerOptic
IOHIDManagerSetDeviceMatching(manager, (__bridge CFDictionaryRef){
    @kIOProviderClassKey: @kIOHIDDeviceKey,
    @kIOHIDGCSyntheticDeviceKey: @(NO)
});
```

Your code can check whether an [io\\_service\\_t](#) or an [IOHIDDeviceRef](#) refers to a game controller synthetic HID device by querying the value of the [kIOHIDGCSyntheticDeviceKey](#).

property.

```
if ( IOHIDDeviceGetProperty(device, CFSTR(kIOHIDGCSyntheticDeviceKey)) == kCFBooleanTrue) {
    // This is a synthetic HID device.
}
```

## See Also

### Game Controller framework migration from IOKit



Understanding game controller backward compatibility

Learn how macOS brings support for the latest game controllers to software that predates the introduction of the Game Controller framework.