

[Game Controller](#) / `GCDeviceLight`

Class

# GCDeviceLight

The colored light on a device.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class GCDeviceLight
```

## Topics

### Getting the light's color

```
var color: GCColor
```

The color of a device's light.

```
class GCColor
```

The color of a device light.

## Relationships

### Inherits From

`NSObject`

### Conforms To

CVarArg  
CustomDebugStringConvertible  
CustomStringConvertible  
Equatable  
Hashable  
NSObjectProtocol

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## See Also

### Game controller profiles

≡ Input

Receive controller input in the way that best integrates with the flow of your game or game engine.

`class GCMotion`

A controller profile that supports orientation and motion.

`class GCDeviceBattery`

The charge level and state of a device's battery.

`class GCDeviceHaptics`

The locations of haptic actuators on a game controller.