

[Game Controller / GCKeyboard](#)

Class

GCKeyboard

An object that represents a physical keyboard connected to a device.

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

```
class GCKeyboard
```

Overview

To get the keyboard object and its input values, register for the [GCKeyboardDidConnect](#) (Swift) or [GCKeyboardDidConnectNotification](#) (Objective-C) notification for when a keyboard connects to the device, or use the [coalesced](#) class property. Then get the input values from the keyboard object's [keyboardInput](#) controller profile.

Topics

Discovering keyboards

```
class var coalesced: GCKeyboard?
```

The keyboard currently connected to the device.

```
static let GCKeyboardDidConnect: NSNotification.Name
```

A notification that posts after a keyboard connects to the device.

```
static let GCKeyboardDidDisconnect: NSNotification.Name
```

A notification that posts after a single keyboard, or the last of multiple keyboards, disconnects from the device.

Getting input values

```
var keyboardInput: GCKeyboardInput?
```

The controller profile for the keyboard.

Structures

```
struct DidConnectMessage
```

A message that posts after a keyboard accessory connects to the device.

```
struct DidDisconnectMessage
```

A message that posts after a keyboard accessory disconnects from the device.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

GCDevice

Hashable

NSObjectProtocol

See Also

Game controllers

{ } Supporting Game Controllers

Support a physical controller or add a virtual controller to enhance how people interact with your game through haptics, lighting, and motion sensing.

- File Letting players use their second-generation Siri Remote as a game controller
 - Support the second-generation Siri Remote as a game controller in your Apple TV game.
- File Discovering and tracking spatial game controllers and stylus
 - Receive controller and stylus input to interact with content in your augmented reality app.

`protocol GCDevice`

A protocol that defines a common interface for game input devices.

`class GCController`

A representation of a real game controller, a virtual controller, or a snapshot of a controller.

`class GCRacingWheel`

An object that represents a physical racing wheel controller connected to a device.

`class GCMouse`

An object that represents a physical mouse connected to a device.

`class GCStylus`

An object that represents a physical stylus connected to the device.