

[Game Controller](#) / [GCController](#) / controllers()

Type Method

controllers()

Returns the connected controllers for the device.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.9+ | tvOS 9.0+ | visionOS 1.0+

```
class func controllers() -> [GCController]
```

Return Value

The currently connected controllers.

Mentioned in

 [Discovering and tracking spatial game controllers and styli](#)

Discussion

To track the connection status of controllers, observe the framework notifications. The framework posts the [GCControllerDidConnect](#) (Swift) and [GCControllerDidBecomeCurrent](#) (Swift) notifications when a controller connects to a device. For Objective-C, it posts the [GCControllerDidConnectNotification](#) and [GCControllerDidBecomeCurrentNotification](#) notifications. When a controller disconnects from a device, it posts the [GCControllerDidDisconnect](#) (Swift) and [GCControllerDidStopBeingCurrent](#) (Swift) notifications. For Objective-C, it posts the [GCControllerDidDisconnectNotification](#) and [GCControllerDidStopBeingCurrentNotification](#) notifications.

See Also

Discovering controllers

```
class func startWirelessControllerDiscovery(completionHandler: (() -> Void)?)
```

Starts searching for nearby wireless controllers.

```
class func stopWirelessControllerDiscovery()
```

Stops searching for nearby wireless controllers.

```
static let GCControllerDidConnect: NSNotification.Name
```

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

```
static let GCControllerDidDisconnect: NSNotification.Name
```

A notification that posts after a controller disconnects from the device.