Type Property

GCControllerDidConnect

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

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

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

Discussion

The notification object is the GCController object that connects to the device.

The system posts this notification on the main actor.

See Also

Game Controller

```
static let GCControllerDidDisconnect: NSNotification.Name
```
A notification that posts after a controller disconnects from the device.

```
static let GCControllerDidBecomeCurrent: NSNotification.Name
```
A notification that posts when a controller becomes the current controller.

```
static let GCControllerDidStopBeingCurrent: NSNotification.Name
```
A notification that posts when a controller stops being the current controller.

```
static let GCControllerUserCustomizationsDidChange: NSNotification.Name
```

A notification that posts when the user customizes the button mappings or other settings of a controller.

`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.

`static let GCMouseDidBecomeCurrent: NSNotification.Name`

A notification that posts when a mouse becomes the most recent mouse that the user connects.

`static let GCMouseDidConnect: NSNotification.Name`

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

`static let GCMouseDidDisconnect: NSNotification.Name`

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

`static let GCMouseDidStopBeingCurrent: NSNotification.Name`

A notification that posts when a mouse stops being the most recent mouse that the user connects.

`static let GCRacingWheelDidConnect: NSNotification.Name`

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

`static let GCRacingWheelDidDisconnect: NSNotification.Name`

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