

[Game Controller](#) / `GCDeviceBattery`

Class

GCDeviceBattery

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

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

```
class GCDeviceBattery
```

Overview

Use this class to display the state of a device's battery to a player.

Topics

Getting the battery level and state

```
var batteryLevel: Float
```

The charge level of a device's battery.

```
var batteryState: GCDeviceBattery.State
```

The state of a device's battery.

```
enum State
```

A state that indicates whether a device's battery has power and is charging.

Relationships

Inherits From

NSObject

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol

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 GCDeviceHaptics

The locations of haptic actuators on a game controller.

class GCDeviceLight

The colored light on a device.