

[Game Controller](#) / Deprecated symbols

API Collection

# Deprecated symbols

## Topics

### Deprecated symbols

~~class CCCGamepad~~

The standard set of gamepad controls.

Deprecated

~~class GCExtendedGamepadSnapshot~~

A recording of all of the values provided by a [GCExtendedGamepad](#) object.

Deprecated

~~class CCCGamepadSnapshot~~

A recording of all of the values provided by a [GCGamepad](#) object.

Deprecated

~~class GCMicroGamepadSnapshot~~

A recording of all of the values provided by a [GCMicroGamepad](#) object.

Deprecated

~~struct GCExtendedGamepadSnapshotData~~ Deprecated

~~struct GCMicroGamepadSnapshotData~~ Deprecated

~~enum GCExtendedGamepadSnapshotDataVersion~~ Deprecated

~~enum GCMicroGamepadSnapshotDataVersion~~ Deprecated

~~let CCCurrentExtendedGamepadSnapshotDataVersion: CCExtendedGamepadSnapshotDataVersion~~

Deprecated

~~let CCCurrentMicroGamepadSnapshotDataVersion: CCMicroGamepadSnapshotDataVersion~~

Deprecated

~~func CCExtendedGamepadSnapshotDataFromNSData(UnsafeMutablePointer<CCExtendedGamepadSnapshotData>?, Data?) -> Bool~~

Deprecated

~~func CCMicroGamepadSnapshotDataFromNSData(UnsafeMutablePointer<CCMicroGamepadSnapshotData>?, Data?) -> Bool~~

Deprecated

~~func NSDataFromCCExtendedGamepadSnapshotData(UnsafeMutablePointer<CCExtendedGamepadSnapshotData>?) -> Data?~~

Deprecated

~~func NSDataFromCCMicroGamepadSnapshotData(UnsafeMutablePointer<CCMicroGamepadSnapshotData>?) -> Data?~~

Deprecated