Article

Game Controller updates

Learn about important changes to Game Controller.

Overview

Browse notable changes in Game Controller.

June 2025

- Add support for spatial game controllers. To determine if a controller is a spatial game controller, check whether the product category is `GCProductCategorySpatialController`.

- Add support for a physical stylus with a `GCStylus` object.

- Add `NSAccessoryTrackingUsageDescription` to your information property list if your app requires access to accessory-tracking data for a spatial game controller or stylus.

- Add `GCSupportedGameControllers` to your information property list — with a value of `SpatialGamepad` — if your app supports spatial game controllers.

June 2024

visionOS

- For UIKit apps, add a user interaction that determines whether the system delivers game controller events through the Game Controller framework instead of the `UIResponder` chain. To receive events through the Game Controller framework, add a `GCEventInteraction` object to one or more views and set the `handledEventTypes` property to the types of events you want to handle.

June 2023

- Use the classes that conform to the `GCDevicePhysicalInput` protocol to poll for game controller input in your game loop. For more information, see Handling input events.

- Add support for arcade sticks. To determine if a controller is an arcade stick, check whether the product category is `GCProductCategoryArcadeStick`.

- Add `GCRequiresControllerUserInteraction` to your information property list if your app requires a game controller on visionOS or to recommend a game controller on iOS.

See Also

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