Class

GCMouse

An object that represents a physical mouse connected to a device.

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

```
class GCMouse
```

Overview

To get a mouse object and its input values, register for the GCMouseDidConnect (Swift) or GCMouseDidConnectNotification (Objective-C) notification for when a mouse connects to the device. Then register for the GCMouseDidBecomeCurrent (Swift) or GCMouseDidBecomeCurrentNotification (Objective-C) notification for when it becomes the current mouse. Alternatively, use the current class property or the mice() class method to get a mouse object. Then get the current input values from the mouse object's mouseInput controller profile.

Topics

Discovering mouse devices

```
class func mice() -> [GCMouse]
```
Returns any mice that the user connects to the device.

```
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.

Handling multiple mouse devices

`class var` `current: GCMouse?`

The most recent mouse that the user connects.

`static let` `GCMouseDidBecomeCurrent: NSNotification.Name`

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

`static let` `GCMouseDidStopBeingCurrent: NSNotification.Name`

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

Getting input values

`var` `mouseInput: GCMouseInput?`

The controller profile for the mouse device.

Structures

`struct` `DidBecomeCurrentMessage`

A message that posts after a mouse becomes the most recently used mouse.

`struct` `DidConnectMessage`

A message that posts after a mouse accessory connects to the device.

`struct` `DidDisconnectMessage`

A message that posts after a mouse accessory disconnects from the device.

`struct` `DidStopBeingCurrentMessage`

A message that posts after a mouse stops being the most recently used mouse.

Relationships

Inherits From

NSObject

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
GCDevice
Hashable
NSObjectProtocol

See Also

Game controllers

{}   Supporting Game Controllers

Support a physical controller or add a virtual controller to enhance how people interact with your game through haptics, lighting, and motion sensing.

📄   Letting players use their second-generation Siri Remote as a game controller

Support the second-generation Siri Remote as a game controller in your Apple TV game.

📄   Discovering and tracking spatial game controllers and styli

Receive controller and stylus input to interact with content in your augmented reality app.

protocol GCDevice

A protocol that defines a common interface for game input devices.

class GCController

A representation of a real game controller, a virtual controller, or a snapshot of a controller.

class GCRacingWheel

An object that represents a physical racing wheel controller connected to a device.

class GCKeyboard

An object that represents a physical keyboard connected to a device.

class GCStylus

An object that represents a physical stylus connected to the device.