

[Game Controller](#) / GCStylusDidConnectNotification

Global Variable

GCStylusDidConnectNotification

A notification that posts after a stylus accessory connects to the device.

visionOS 26.0+

```
extern NSString * const GCStylusDidConnectNotification;
```

Mentioned in

 [Discovering and tracking spatial game controllers and styli](#)

Discussion

Use this constant with `NSNotificationCenter` to listen for stylus connection events.

Connections of stylus accessories will be reflected in the `styli` array of the `GCStylus` class when the notification posts.

The `object` property of the notification will contain the `GCStylus` that was connected.

See Also

Accessing the `styli`

```
class var styli: [GCStylus]
```

Get the collection of stylus accessories currently connected to the device.

GCStylusDidDisconnectNotification

A notification that posts after a stylus accessory disconnects from the device.