Class

GCRacingWheel

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

Mac Catalyst 16.0+ | macOS 13.0+

```
class GCRacingWheel
```

Mentioned in

📄 Handling input events

Topics

Discovering racing wheels

```
class var connectedRacingWheels: Set<GCRacingWheel>
```
    The racing wheels connected to the device.

```
static let GCRacingWheelDidConnect: NSNotification.Name
```
    A notification that posts after a racing wheel controller connects to the device.

```
static let GCRacingWheelDidDisconnect: NSNotification.Name
```
    A notification that posts after a racing wheel controller disconnects from the device.

Getting events

```
func acquireDevice() throws
```
Starts receiving events from the racing wheel.

```
func relinquishDevice()
```
Stops receiving events from the racing wheel.

```
var isAcquired: Bool
```
A Boolean value that indicates whether the racing wheel sends events to the app.

Accessing the controller profile

```
var wheelInput: GCRacingWheelInput
```
The physical input profile for the racing wheel.

Creating snapshots

```
func capture() -> GCRacingWheel
```
Returns a snapshot of the racing wheel with its current element values.

```
var isSnapshot: Bool
```
A Boolean value that indicates whether the object is a snapshot of a racing wheel.

Structures

```
struct DidConnectMessage
```
A message that posts after a racing wheel accessory connects to the device.

```
struct DidDisconnectMessage
```
A message that posts after a racing wheel accessory disconnects from the device.

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 GCKeyboard`

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

`class GCMouse`

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

`class GCStylus`

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