

[Game Controller](#) / [GCDevice](#)

Protocol

GCDevice

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

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

```
protocol GCDevice : NSObjectProtocol
```

Overview

This protocol provides common properties for game controllers, and mouse and keyboard devices.

Topics

Getting device information

`var vendorName: String?`

The manufacturer-provided name for the device, or the user's name for the device.

Required

`var productCategory: String`

The product category that identifies the type of controller.

Required

☰ Product category constants

Handling input

```
var handlerQueue: dispatch_queue_t
```

The dispatch queue that the framework uses to call element value change handlers.

Required

```
var physicalInputProfile: CCPPhysicalInputProfile
```

The device's physical input profile, such as a controller's extended gamepad.

Required

Deprecated

Relationships

Inherits From

NSObjectProtocol

Conforming Types

GCController

GCKeyboard

GCMouse

GCRacingWheel

GCStylus

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 stylus

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

```
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 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.