

[Game Controller](#) / [GCCController](#) / controllers()

Type Method

## controllers()

Returns the connected controllers for the device.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.9+ | tvOS 9.0+ | visionOS 1.0+

```
class func controllers() -> [GCCController]
```

## Return Value

The currently connected controllers.

## Mentioned in

 Discovering and tracking spatial game controllers and styli

## Discussion

To track the connection status of controllers, observe the framework notifications. The framework posts the [GCCControllerDidConnect](#) (Swift) and [GCCControllerDidBecomeCurrent](#) (Swift) notifications when a controller connects to a device. For Objective-C, it posts the [GCCControllerDidConnectNotification](#) and [GCCControllerDidBecomeCurrentNotification](#) notifications. When a controller disconnects from a device, it posts the [GCCControllerDidDisconnect](#) (Swift) and [GCCControllerDidStopBeingCurrent](#) (Swift) notifications. For Objective-C, it posts the [GCCControllerDidDisconnectNotification](#) and [GCCControllerDidStopBeingCurrentNotification](#) notifications.

# See Also

## Discovering controllers

```
class func startWirelessControllerDiscovery(completionHandler: ((_) -> Void)?)
```

Starts searching for nearby wireless controllers.

```
class func stopWirelessControllerDiscovery()
```

Stops searching for nearby wireless controllers.

```
static let GCControllerDidConnect: NSNotification.Name
```

A notification that posts after a controller connects to the device.

```
static let GCControllerDidDisconnect: NSNotification.Name
```

A notification that posts after a controller disconnects from the device.