

[Game Controller](#) / Supporting Game Controllers

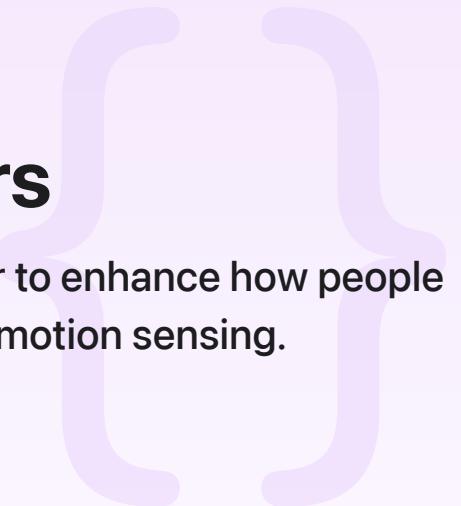
Sample Code

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.

[Download](#)

iOS 14.0+ | iPadOS 14.0+ | macOS 11.0+ | tvOS 14.0+ | Xcode 12.5+



Overview

Note

This sample code project is associated with WWDC21 session [10081: Tap Into Virtual and Physical Game Controllers](#). This sample code project was previously associated with WWDC20 session [10614: Advancements in Game Controllers](#) and originally associated with WWDC17 session [604: SceneKit: What's New](#).

See Also

Game controllers

-  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 stylis
 - 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 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.