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Instance Property

input

Gets the input profile for the stylus.

visionOS 26.0+

```
var input: (any GCDevicePhysicalInput)? { get }
```

Mentioned in

 Discovering and tracking spatial game controllers and styli

Discussion

The input profile is represented as an object conforming to the `GCDevicePhysicalInput` protocol. Use this object to discover available inputs on the stylus, including buttons and pressure sensors, and get notified when the state of those inputs change.

See Also

Getting input values and haptics

```
var haptics: GCDeviceHaptics?
```

Gets the haptics profile for the stylus, if supported.