API Collection

Racing wheel device support

Add support for racing wheel devices in macOS.

Overview

For macOS apps that support racing wheel devices, follow these steps for your app:

- If you distribute your app through the Mac App Store, add the `com.apple.security.device.usb` entitlement to your Xcode project.
- To get a racing wheel controller object, register for the `GCRacingWheelDidConnect` (Swift) or `GCRacingWheelDidConnectNotification` (Objective-C) and `GCRacingWheelDidDisconnect` (Swift) or `GCRacingWheelDidDisconnectNotification` (Objective-C) notifications. Alternatively, check the `GCRacingWheel` `connectedRacingWheels` class property for the currently connected controllers.
- To start receiving input from a racing wheel controller, invoke the `GCRacingWheel` `acquireDevice()` method. Then use the `relinquishDevice()` method when you finish processing input.
- To process the input, set callbacks for the specific racing wheel elements that you want to receive input from. For example, set the `valueDidChangeHandler` property of the steering wheel and accelerator pedal elements. Get these elements using the `wheel` and `acceleratorPedal` properties of the racing wheel's `wheelInput` property, as in: `racingWheel.wheelInput.wheel`.
- If you just want the latest value of the steering wheel, use the `GCSteeringWheelElement` `absoluteInput` property.
- For games that poll for input, set the input buffer size using the `inputStateQueueDepth` property. In each iteration of your game loop, repeatedly invoke the `nextInputState()` method until the queue is empty and it returns `nil`.

Topics

Racing wheel controller

`class GCRacingWheel`

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

Racing wheel input

`class GCRacingWheelInput`

A controller profile that supports a racing wheel.

`class GCRacingWheelInputState`

The input for the wheel of a racing wheel controller.

Left and right paddles

`var GCInputLeftPaddle: String`

The name for the left paddle input.

`var GCInputRightPaddle: String`

The name for the right paddle input.

Gear shifter elements

`protocol GCAxisInput`

The common properties of inputs that provide absolute values along an axis with a fixed origin.

`class GCGearShifterElement`

An element that represents either a pattern or a sequential gear shift.

`protocol GCRelativeInput`

The common properties of inputs that provide positions along an axis that are relative to the previous position.

Steering and switch elements

`class` GCSteeringWheelElement

The element that represents the wheel of a racing wheel controller.

`protocol` GCSwitchPositionInput

The common properties of inputs that switch between two or more positions.

Directional pad elements

`protocol` GCLinearInput

The common properties of inputs that provide values in unit coordinates.