

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

Global Variable

kIOHIDGCSyntheticDeviceKey

A key that specifies whether the device is a game controller synthetic HID device.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS

```
var kIOHIDGCSyntheticDeviceKey: String { get }
```

Mentioned in

📄 Understanding game controller backward compatibility

Discussion

This key is present with a Boolean value of true on all game controller synthetic HID devices that the Game Controller framework creates.

If your app needs to exclude these synthetic HID devices from discovery by [IOHIDManagerRef](#), [IOServiceGetMatchingServices\(: : : \)](#), or [IOServiceAddMatchingNotification\(: : : : : : \)](#), include the [kIOHIDGCSyntheticDeviceKey](#) with a value of false in the matching criteria.

```
IOHIDManagerRef manager = IOHIDManagerCreate(kCFAllocatorDefault, kIOHIDManagerOptionsNone);
IOHIDManagerSetDeviceMatching(manager, (_bridge CFDictionaryRef)@{
    @kIOPProviderClassKey: @kIOHIDDeviceKey,
    @kIOHIDGCSyntheticDeviceKey: @(NO)
});
```

Your code can check whether an [io_service_t](#) or an [IOHIDDeviceRef](#) refers to a game controller synthetic HID device by querying the value of the [kIOHIDGCSyntheticDeviceKey](#).

property.

```
if ( IOHIDDeviceGetProperty(device, CFSTR(kIOHIDGCSyntheticDeviceKey)) == kCFBooleanTrue )
    // This is a synthetic HID device.
}
```

See Also

Game Controller framework migration from IOKit

-  Understanding game controller backward compatibility

Learn how macOS brings support for the latest game controllers to software that predates the introduction of the Game Controller framework.