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Class

GCDeviceBattery

The charge level and state of a device's battery.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class GCDeviceBattery
```

Overview

Use this class to display the state of a device's battery to a player.

Topics

Getting the battery level and state

```
var batteryLevel: Float
```

The charge level of a device's battery.

```
var batteryState: GCDeviceBattery.State
```

The state of a device's battery.

```
enum State
```

A state that indicates whether a device's battery has power and is charging.

Relationships

Inherits From


NSObject

Conforms To

- CVarArg
- CustomDebugStringConvertible
- CustomStringConvertible
- Equatable
- Hashable
- NSObjectProtocol

See Also

Game controller profiles

-  **Input**
Receive controller input in the way that best integrates with the flow of your game or game engine.

`class GCMotion`
A controller profile that supports orientation and motion.

`class GCDeviceHaptics`
The locations of haptic actuators on a game controller.

`class GCDeviceLight`
The colored light on a device.