

[Bundle Resources](#) / [Information Property List](#) / `GCSupportsControllerUserInteraction`

Property List Key

GCSupportsControllerUserInteraction

A Boolean value indicating whether the app supports a game controller.

iOS 2.0+ | iPadOS 2.0+ | macOS 10.0+ | tvOS 9.0+ | visionOS 1.0+

Details

Name

Supports Controller User Interaction

Type

Boolean

Discussion

To add this key to the information property list, enable the Game Controllers capability in Xcode. If you set this key to YES and check ExtendedGamepad under the Game Controllers capability in your project, App Store adds a game controller support badge to your app. Then users can customize their game controller mappings in Settings and Preferences.

Important

To recommend the use of a game controller on iOS or if your app requires a game controller on visionOS, add an entry into the `GCRequiresControllerUserInteraction` dictionary for that platform and set the value to YES.

See Also

Games

~~AVGameBypassSystemSpatialAudio~~

A key that ignores the system spatial-audio toggle in Control Center.

~~GKGameCenterBadgingDisabled~~

A Boolean value indicating whether GameKit can add badges to a turn-based game icon.

~~GCSupportedGameControllers~~

The types of game controller profiles that the app supports or requires.

Name: Supported game controller types

~~GCRequiresControllerUserInteraction~~

The platforms for which your app requires or you recommend a game controller.

~~GCSupportsMultipleMicroGamepads~~

A Boolean value indicating whether the physical Apple TV Remote and the Apple TV Remote app operate as separate game controllers.

~~LSSupportsGameMode~~

A Boolean value indicating whether the app supports Game Mode.

~~GCSupportsGameMode~~

A Boolean value indicating whether the app supports game mode.

Name: Supports Game Mode

Deprecated

~~GKShowChallengeBanners~~

A Boolean value that indicates whether GameKit can display challenge banners in a game.

Deprecated