

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

Class

GCDeviceHaptics

The locations of haptic actuators on a game controller.

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

```
class GCDeviceHaptics
```

Overview

Use this class to create a haptic engine with a specified locality. Any patterns you send to that engine play on the specified actuators.

Important

The [supportsHaptics](#) property of the engine that returns from the [createEngine\(withLocality:\)](#) method applies to the device, not the game controller. Use the [supportedLocalities](#) method in this class to determine whether a game controller supports haptics.

Topics

Creating a haptics engine

```
func createEngine(withLocality: GCHapticsLocality) -> CHHapticEngine?  
Creates a haptics engine with the specified locality.
```

```
let GCHapticDurationInfinite: Float
```

An infinite duration for a haptics event.

Getting the localities

```
var supportedLocalities: Set<GCHapticsLocality>
```

The locations of haptic actuators on the device.

```
struct GCHapticsLocality
```

The location of one or more haptics actuators on a game controller.

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 GCDeviceBattery
```

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

```
class GCDeviceLight
```

The colored light on a device.