Instance Property

input

The input profile for the controller.

iOS 17.0+ | iPadOS 17.0+ | Mac Catalyst 17.0+ | macOS 14.0+ | tvOS 17.0+ | visionOS 1.0+

```
var input: GCControllerLiveInput { get }
```

Mentioned in

📄 Discovering and tracking spatial game controllers and styli

📄 Handling input events

See Also

Accessing controller input

`class GCControllerLiveInput`

The input profile for a controller.

`class GCControllerInputState`

A class that represents an input state for gamepads and arcade sticks.