Structure

CredentialDataManager `Beta`

≋ AuthenticationServices | ≋ SwiftUI | iOS 26.2+ `Beta` | iPadOS 26.2+ `Beta` | Mac Catalyst 26.2+ `Beta` | macOS 26.2+ `Beta` | visionOS 26.2+ `Beta`

```
@MainActor
struct CredentialDataManager
```

Topics

Instance Methods

`func reportAllAcceptedPublicKeyCredentials(relyingPartyIdentifier: String, userHandle: Data, acceptedCredentialIDs: [Data]) async throws`

Report a snapshot of all the credentialIDs that will be accepted for a `userHandle`. Credentials not present in the `acceptedCredentialIDs` may be removed or hidden by a password manager. Relying party may choose to perform this periodically, e.g. on every sign in. This information is shared with all password managers enabled in the system.

`func reportPublicKeyCredentialUpdate(relyingPartyIdentifier: String, userHandle: Data, newName: String) async throws`

Report an update to a credential's name, such as when changing the user name on an account. This information is shared with all password managers enabled in the system.

`func reportUnknownPublicKeyCredential(relyingPartyIdentifier: String, credentialID: Data) async throws`

Report that a specific credential is unknown or no longer accepted. The credential may be removed or hidden by a password manager. This information is shared with all password managers enabled in the system.

```
func reportUnusedPasswordCredential(domain: String, userName: String)
async throws
```

> Report an unused password credential for a given domain and username. Password managers
> may remove or hide the password credential. This information is shared with all password
> managers enabled in the system.

```
func save(password: ASPasswordCredential, for: ASAutoFillURLScope,
title: String?) async throws
```

> Save or update a password credential to the user's preferred password manager in the
> system.

Relationships

Conforms To

```
Sendable, SendableMetatype
```

Beta Software

This documentation contains preliminary information about an API or technology in development. This
information is subject to change, and software implemented according to this documentation should be
tested with final operating system software.

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