

[GameKit](#) / GKDialogController

Class

# GKDialogController

An object that provides the ability to present the dashboard in macOS games.

macOS 10.8+

```
@MainActor  
class GKDialogController
```

## Overview

For macOS games, use a `GKDialogController` object to present the dashboard from which players can browse and manage their Game Center data.

Initialize a new `GKGameCenterViewController` object, as you would for an iOS game, specifying the state and setting its delegate. Then get the singleton dialog controller using the `shared()` class method, or initialize a new `GKDialogController` object.

To present the dashboard, set the `parentWindow` property to the window that should display the dashboard and then call the `present( :)` method, passing the `GKGameCenterViewController` object.

```
func presentAchievement() {  
    let viewController = GKGameCenterViewController(achievementID: "101")  
    viewController.gameCenterDelegate = self  
  
    let dialogController = GKDialogController.shared()  
    dialogController.parentWindow = NSApplication.shared.mainWindow  
    dialogController.present(viewController)  
}
```

When the player closes the dashboard, GameKit calls the `gameCenterViewControllerDidFinish(_ :)` delegate method. Implement this method to dismiss the shared dialog controller using the `dismiss(_ :)` method.

```
func gameCenterViewControllerDidFinish(_ gameCenterViewController: GKGameCenterViewController)
    // Dismiss the view controller.
    let dialogController = GKDialogController.shared()
    dialogController.dismiss(self)
}
```

## Topics

### Accessing the Shared Dialog Controller

```
class func shared() -> GKDialogController
Retrieves the shared instance of the dialog controller.
```

### Setting the Presentation Window

```
var parentWindow: NSWindow?
The window that displays the dashboard.
```

### Presenting and Dismissing the Dialog

```
func present(any NSViewController & GKViewController) -> Bool
Presents the dashboard in the window.
```

```
func dismiss(Any)
Dismisses the dashboard.
```

---

## Relationships

### Inherits From

NSResponder

## Conforms To

CVarArg  
CustomDebugStringConvertible  
CustomStringConvertible  
Equatable  
Hashable  
NSCoding  
NSObjectProtocol  
NSStandardKeyBindingResponding  
NSTouchBarProvider  
NSUserActivityRestoring  
Sendable  
SendableMetatype

---

## See Also

### Game Center interfaces

 Adding an access point to your game

Provide your users a convenient connection to the Game Center dashboard.

 Displaying the Game Center dashboard

Provide an interface for players to navigate to their Game Center data from your game.

`class GKAccessPoint`

An object that allows players to view and manage their Game Center information from within your game.

`protocol GKViewController`

The abstract base protocol adopted by GameKit view controller classes.