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## Instance Method

# updateUserActivityState(\_:)

Updates the state of the given user activity.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | tvOS | visionOS 1.0+

```
@MainActor
func updateUserActivityState(_ activity: NSUserActivity)
```

## Parameters

### `activity`

The user activity to be updated.

## Discussion

Subclasses override this method to update the state of the given user activity. You should add state representing the user’s activity into the `NSUserActivity` object using its `addUserInfoEntries(from:)` method. When the state is dirty, you should set the `needsSave` property of the `NSUserActivity` to `true`, and this method will be called at an appropriate time.

When an `NSUserActivity` object managed by UIKit is updated, an empty userInfo dictionary is given to the `NSUserActivity` object, and all of the objects associated with the `NSUserActivity` are then sent an `updateUserActivityState(_:)` message.

## See Also

## Supporting user activities

`var userActivity: NSUserActivity?`

An object encapsulating a user activity supported by this responder.

`func restoreUserActivityState(NSUserActivity)`

Restores the state needed to continue the given user activity.