

[GameKit](#) / [GKLocalPlayerListener](#)

Protocol

GKLocalPlayerListener

A protocol that handles events for Game Center players.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.10+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 3.0+

tvOS, watchOS

```
protocol GKLocalPlayerListener : GKChallengeListener, GKInviteEvent
Listener, GKTurNBasedEventListene
```

iOS, iPadOS, Mac Catalyst, macOS, visionOS

```
protocol GKLocalPlayerListener : GKChallengeListener, GKGameActivity
Listener, GKInviteEventListene, GKSavedGameListene, GKTurNBasedEventListene
```

Mentioned in

-  [Finding multiple players for a game](#)
-  [Saving the player's game data to an iCloud account](#)
-  [Starting turn-based matches and passing turns between players](#)

Overview

Adopt the [GKLocalPlayerListener](#) protocol to listen for and handle a variety of Game Center events for player accounts instead of the individual [GKChallengeListener](#), [GKInviteEventListener](#), [GKSavedGameListener](#), and [GKTurNBasedEventListener](#) protocols.

Relationships

Inherits From

GKChallengeListener
GKGameActivityListener
GKInviteEventListener
GKSavedGameListener
GKTurnBasedEventListener
NSObjectProtocol

See Also

Players

- 📄 Connecting players with their friends in your game
 - Give players the ability to connect and interact with friends in your game.
- 📄 Saving the player's game data to an iCloud account
 - Save game data during play or after a game in the player's iCloud account that's accessible from any device.
- 📄 Protecting the player's privacy using scoped identifiers
 - Use the scoped identifiers that GameKit provides you as player IDs when transmitting or saving player data.

`class GKLocalPlayer`

The local player who signs in to Game Center on the device running the game.

`class GKPlayer`

A remote player who the local player running your game can invite and communicate with through Game Center.

`class GKBasePlayer`

A class that provides common data and methods for the different player objects.

```
static let GKPlayerAuthenticationDidChangeNotificationName:  
NSNotification.Name
```

A notification that posts after GameKit authenticates the local player.

```
static let GKPlayerDidChangeNotificationName: NSNotification.Name
```

A notification that posts when a player object's data changes.