

[Intents](#) / [INStartWorkoutIntentResponse](#)

Class

INStartWorkoutIntentResponse

Your app's response to a start workout intent.

iOS 10.0+ | iPadOS 10.0+ | Mac Catalyst 13.1+ | visionOS 1.0+ | watchOS 3.2+

```
class INStartWorkoutIntentResponse
```

Overview

Use an [INStartWorkoutIntentResponse](#) object to specify whether your app is able to start a workout. The response object contains only the response code that indicates whether to launch your app or whether there was a problem.

You create an [INStartWorkoutIntentResponse](#) object in the [confirm\(intent:completion:\)](#) and [handle\(intent:completion:\)](#) methods of your start workout handler object. For more information about implementing your handler object, see [INStartWorkoutIntentHandling](#).

Topics

Initializing the Response Object

```
init(code: INStartWorkoutIntentResponseCode, userActivity: NSUserActivity?)
```

Initializes the response object with the specified code and user activity object.

Getting the Response Code

```
var code: INStartWorkoutIntentResponseCode
```

The code that indicates whether you successfully handled the intent.

```
enum INStartWorkoutIntentResponseCode
```

Constants that indicate the response state.

Relationships

Inherits From

INIntentResponse

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCoding

NSCopying

NSObjectProtocol

NSSecureCoding

See Also

Start a Workout

```
protocol INStartWorkoutIntentHandling
```

An interface that handles requests to start a workout.

```
class INStartWorkoutIntent
```

A request to start a workout for the user.