

[Foundation](#) / [NSUserActivity](#) / needsSave

## Instance Property

# needsSave

A Boolean value that indicates whether the state of the activity needs to be updated.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | macOS 10.10+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```
var needsSave: Bool { get set }
```

## Discussion

If true, the delegate for this user activity receives a userActivityWillSave(\_:) callback before the activity is sent for continuation on another device.

## See Also

### Accessing activity information

```
var activityType: String
```

The user activity object's activity type.

```
var title: String?
```

An optional, user-visible title for this activity, such as a document name or web page title.

```
var requiredUserInfoKeys: Set<String>?
```

A set of keys that represent the minimal information about the activity that should be stored for later restoration.

`var userInfo: [AnyHashable : Any]?`

A dictionary containing app-specific state information needed to continue an activity on another device.

`func addUserInfoEntries(from: [AnyHashable : Any])`

Adds the contents of the specified dictionary to the user info dictionary.

`var targetContentIdentifier: String?`

A string that identifies the user activity's content.

`var contentAttributeSet: CSSearchableItemAttributeSet?`

A set of properties that describe the activity.

`var keywords: Set<String>`

A set of localized keywords that can help users find the activity in search results.

`var persistentIdentifier: NSUserActivityPersistentIdentifier?`

A value used to identify the user activity.

`typealias NSUserActivityPersistentIdentifier`

The type that defines a persistent identifier value for a user activity.

`var appClipActivationPayload: AActivationPayload?`

An object containing the payload information that launches an App Clip.