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## Type Method

# disambiguation(with:)

Creates an object whose resolution requires the user to select from among the specified objects.

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

```
class func disambiguation(with stringsToDisambiguate: [INSpeakableString]) -> Self
```

## Parameters

### `stringsToDisambiguate`

An array of [INSpeakableString](#) objects for the user to choose from.

## Return Value

A new [INSpeakableStringResolutionResult](#) object.

## Discussion

Use this method to create a result object when there is more one value that might match the given parameter. The user is asked to select from among the objects you provide.

## See Also

## Creating a Resolution Result Object

```
class func success(with: INSpeakableString) -> Self
```

Creates an object whose resolution involves the successful matching of the specified parameter.

```
class func confirmationRequired(with: INSpeakableString?) -> Self
```

Creates an object whose resolution requires that the user must confirm the value before proceeding.