

[UIKit](#) / [UIResponder](#) / `restoreUserActivityState(_:)`

## Instance Method

# restoreUserActivityState(\_:)

Restores the state needed to continue the given user activity.

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

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

## Parameters

### activity

The user activity to be continued.

## Discussion

Subclasses override this method to restore the responder's state with the given user activity. The system calls it on any objects passed to the restoration handler given to [`application\(\_:continue:restorationHandler:\)`](#). The override should use the state data contained in the given user activity's `userInfo` dictionary to restore the object.

You may also call this method directly if the app delegate chooses not to use the restoration handler.

## See Also

[Supporting user activities](#)

```
var userActivity: NSUserActivity?
```

An object encapsulating a user activity supported by this responder.

```
func updateUserActivityState(NSUserActivity)
```

Updates the state of the given user activity.