

[UIKit](#) / [UIResponder](#) / `userActivity`

## Instance Property

# userActivity

An object encapsulating a user activity supported by this responder.

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

```
@MainActor  
var userActivity: NSUserActivity? { get set }
```

## Discussion

By setting the `userActivity` property on a responder, the `NSUserActivity` object becomes managed by UIKit. User activities managed by UIKit are saved automatically at appropriate times. You can lazily add state data representing the user's activity using the `updateUserActivityState(_:_)` override. Multiple responders can share a single `NSUserActivity` instance, in which case they all get an `updateUserActivityState(_:_)` callback.

### Note

Prior to invoking `updateUserActivityState(_:_)` on all of the associated objects, the `userInfo` dictionary for the `NSUserActivity` object is cleared.

A responder object can set its `userActivity` property to `nil` if it no longer wants to participate. Any `NSUserActivity` objects that are managed by UIKit but which have no associated responders (or documents) are automatically invalidated.

## See Also

## Supporting user activities

```
func restoreUserActivityState(NSUserActivity)
```

Restores the state needed to continue the given user activity.

```
func updateUserActivityState(NSUserActivity)
```

Updates the state of the given user activity.