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## 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.

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## Relationships

### Inherits From

`INIntentResponse`

### Conforms To

`CVarArg`

`CustomDebugStringConvertible`

`CustomStringConvertible`

`Equatable`

`Hashable`

`NSCoding`

`NSCopying`

`NSObjectProtocol`

`NSSecureCoding`

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## 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.