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Type Property

GKPlayerAuthenticationDidChangeNotificationName

A notification that posts after GameKit authenticates the local player.

iOS 4.1+ | iPadOS 4.1+ | Mac Catalyst 13.1+ | macOS 10.8+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 3.0+

```
static let GKPlayerAuthenticationDidChangeNotificationName: NSNotification.Name
```

Discussion

The object property for this notification is a `GKLocalPlayer` object. Passing `nil` provides standard Notification Center behavior, which is to receive the notification for any object.

See Also

GameKit

```
static let GKPlayerDidChangeNotificationName: NSNotification.Name
```

A notification that posts when a player object's data changes.