

[GameKit](#) / GKLocalPlayerListener

Protocol

GKLocalPlayerListener

A protocol that handles events for Game Center players.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.10+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 3.0+

tvOS, watchOS

```
protocol GKLocalPlayerListener : GKChallengeListener, GKInviteEventListener, GKTurnBasedEventListener
```

iOS, iPadOS, Mac Catalyst, macOS, visionOS

```
protocol GKLocalPlayerListener : GKChallengeListener, GKGameActivityListener, GKInviteEventListener, GKSavedGameListener, GKTurnBasedEventListener
```

Mentioned in

- 📄 [Finding multiple players for a game](#)
- 📄 [Saving the player's game data to an iCloud account](#)
- 📄 [Starting turn-based matches and passing turns between players](#)

Overview

Adopt the [GKLocalPlayerListener](#) protocol to listen for and handle a variety of Game Center events for player accounts instead of the individual [GKChallengeListener](#), [GKInviteEventListener](#), [GKSavedGameListener](#), and [GKTurnBasedEventListener](#) protocols.

Relationships

Inherits From

GKChallengeListener
GKGameActivityListener
GKInviteEventListener
GKSavedGameListener
GKTurnBasedEventListener
NSObjectProtocol

See Also

Players

 Connecting players with their friends in your game

Give players the ability to connect and interact with friends in your game.

 Saving the player's game data to an iCloud account

Save game data during play or after a game in the player's iCloud account that's accessible from any device.

 Protecting the player's privacy using scoped identifiers

Use the scoped identifiers that GameKit provides you as player IDs when transmitting or saving player data.

`class GKLocalPlayer`

The local player who signs in to Game Center on the device running the game.

`class GKPlayer`

A remote player who the local player running your game can invite and communicate with through Game Center.

`class GKBasePlayer`

A class that provides common data and methods for the different player objects.

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

A notification that posts after GameKit authenticates the local player.

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

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