Class

GKAccessPoint

An object that allows players to view and manage their Game Center information from within your game.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class GKAccessPoint
```

Mentioned in

📄 Adding an access point to your game

Overview

The access point displays a control in a corner of your game that opens a Game Center dashboard when the player taps or clicks it.

Use the `shared` property to get the shared access point object. GameKit attaches the access point to the window you specify in the `parentWindow` property, in the corner you specify using the `location` property. If you don't specify a parent window, GameKit infers an appropriate location. For the location of the access point on visionOS, see Configure the access point on visionOS.

To display highlights, set the `showHighlights` property to `true`. Then set `isActive` to `true` to display the access point control.

Topics

Getting the shared access point

`class var` `shared:` `GKAccessPoint`

    The shared access point object.

Managing the location

`var` `location:` `GKAccessPoint.Location`

    The corner of the screen to display the access point.

`enum` `Location`

    Specifies the corner of the screen to display the access point.

`var` `frameInScreenCoordinates:` `CGRect`

    The frame of the access point in screen coordinates.

`var` `parentWindow:` `UIWindow?`

    The window that contains the access point.

Displaying the access point

`var` `isActive:` `Bool`

    A Boolean value that determines whether to display the access point.

`var` `isPresentingGameCenter:` `Bool`

    A Boolean value that indicates whether the game is presenting the Game Center dashboard.

`var` `isVisible:` `Bool`

    A Boolean value that indicates whether the access point is visible.

~~`var` `showHighlights:` `Bool`~~

    A Boolean value that indicates whether to display highlights for achievements and current ranks for leaderboards.

    `Deprecated`

Managing the access point

`var` `isFocused:` `Bool`

    A Boolean value that indicates whether the access point is in focus on tvOS.

```
func trigger(handler: () -> Void)
```
    Displays the Game Center dashboard as if the player taps or presses the access point.

```
func trigger(state: GKGameCenterViewControllerState, handler: () ->
Void)
```
    Displays the Game Center dashboard in the specified state as if the player taps or presses the access point.

```
func trigger(player: GKPlayer, handler: (() -> Void)?)
```
    Displays the Game Center dashboard in a state that shows a player profile.

```
func trigger(achievementID: String, handler: (() -> Void)?)
```
    Displays the Game Center dashboard in a state that shows a specific achievement.

```
func trigger(leaderboardID: String, playerScope: GKLeaderboard.Player
Scope, timeScope: GKLeaderboard.TimeScope, handler: (() -> Void)?)
```
    Displays the Game Center dashboard in a state that shows a specific leaderboard.

```
func trigger(leaderboardSetID: String, handler: (() -> Void)?)
```
    Displays the Game Center dashboard in a state that shows a specific leaderboard set.

Instance Methods

```
func trigger(challengeDefinitionID: String, handler: (() -> Void)?)
```
    Displays the challenge creation view for the provided challenge definition ID.

```
func trigger(gameActivity: GKGameActivity, handler: (() -> Void)?)
```

```
func trigger(gameActivity: GKGameActivity, handler: (() -> Void)?)
```
    Displays the game activity view for the provided activity instance.

```
func trigger(gameActivityDefinitionID: String, handler: (() -> Void)?)
```
    Displays the game activity creation view for the provided activity definition ID.

```
func trigger(gameActivityDefinitionID: String, handler: (() -> Void)?)
```

```
func triggerForArcade(handler: (() -> Void)?)
```
    Brings up the Arcade dashboard.

```
func triggerForChallenges(handler: (() -> Void)?)
```
    Displays the view that allows players to engage each other with challenges.

```
func triggerForFriending(handler: (() -> Void)?)
```

Brings up the invite friends view.

```
func triggerForPlayTogether(handler: (() -> Void)?)
```
Displays the view that allows players to engage each other with activities and challenges.

Relationships

Inherits From

```
NSObject
```

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol
Sendable
SendableMetatype
```

See Also

Game Center interfaces

📄 Adding an access point to your game

Provide your users a convenient connection to the Game Center dashboard.

📄 Displaying the Game Center dashboard

Provide an interface for players to navigate to their Game Center data from your game.

```
class GKDialogController
```
An object that provides the ability to present the dashboard in macOS games.

```
protocol GKViewController
```

The abstract base protocol adopted by GameKit view controller classes.