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Case

# AssetPackManager.DownloadStatusUpdate.finished(\_:)

A status update that indicates that the download completed and that the asset pack is available locally.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
case finished(AssetPack)
```

## See Also

### Tracking downloads

```
case began(AssetPack)
```

A status update that indicates that the download began or resumed after being paused.

```
case downloading(AssetPack, Progress)
```

A status update that indicates that the download is in progress.

```
case paused(AssetPack)
```

A status update that indicates that the download paused.

```
case failed(AssetPack, any Error)
```

A status update that indicates that the download failed.