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Instance Method

updateUserActivityState(_:)

Updates the state of the given user activity.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | tvOS | visionOS 1.0+

```
@MainActor
```

```
func updateUserActivityState(_ activity: NSUserActivity)
```

Parameters

activity

The user activity to be updated.

Discussion

Subclasses override this method to update the state of the given user activity. You should add state representing the user's activity into the [NSUserActivity](#) object using its [addUserInfoEntries\(from:\)](#) method. When the state is dirty, you should set the [needsSave](#) property of the [NSUserActivity](#) to `true`, and this method will be called at an appropriate time.

When an [NSUserActivity](#) object managed by UIKit is updated, an empty userInfo dictionary is given to the [NSUserActivity](#) object, and all of the objects associated with the [NSUserActivity](#) are then sent an [updateUserActivityState\(_:\) message](#).

See Also

Supporting user activities

```
var userActivity: NSUserActivity?
```

An object encapsulating a user activity supported by this responder.

```
func restoreUserActivityState(NSUserActivity)
```

Restores the state needed to continue the given user activity.