

[AppIntents](#) / [AppIntentSceneDelegate](#)

Protocol

AppIntentSceneDelegate

Implement this protocol on your `UIScene` delegate to handle `AppIntent` invocations targeting a specific scene Example:

📱 AppIntents | 📱 UIKit | iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
protocol AppIntentSceneDelegate : UISceneDelegate
```

Overview

```
func windowScene(_ scene: UIScene, willPerformAppIntent appIntent: any AppIntent) {
    switch appIntent {
        case let myIntent as MyIntent:
            windowScene.activationConditions.prefersToActivateForTargetContentIdentifier(myIntent.targetContentIdentifier)
    }
}
```

Topics

Instance Methods

```
func scene(UIScene, willPerformAppIntent: any UISceneAppIntent)
```

Calling `perform` on the `AppIntent` provided in this delegate is a programmer error See: `UIScene.ConnectionOptions.appIntent`

Relationships

Inherits From

NSObjectProtocol, UIResponder