

[GameKit](#) / GKDialogController

## Class

# GKDialogController

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

macOS 10.8+

```
@MainActor
class GKDialogController
```

## Overview

For macOS games, use a `GKDialogController` object to present the dashboard from which players can browse and manage their Game Center data.

Initialize a new `GKGameCenterViewController` object, as you would for an iOS game, specifying the state and setting its delegate. Then get the singleton dialog controller using the `shared()` class method, or initialize a new `GKDialogController` object.

To present the dashboard, set the `parentWindow` property to the window that should display the dashboard and then call the `present(_:)` method, passing the `GKGameCenterViewController` object.

```
func presentAchievement() {
    let viewController = GKGameCenterViewController(achievementID: "101")
    viewController.gameCenterDelegate = self

    let dialogController = GKDialogController.shared()
    dialogController.parentWindow = NSApplication.shared.mainWindow
    dialogController.present(viewController)
}
```

When the player closes the dashboard, GameKit calls the `gameCenterViewControllerDidFinish(_ :)` delegate method. Implement this method to dismiss the shared dialog controller using the `dismiss(_ :)` method.

```
func gameCenterViewControllerDidFinish(_ gameCenterViewController: GKGameCenterViewC
    // Dismiss the view controller.
    let dialogController = GKDialogController.shared()
    dialogController.dismiss(self)
}
```

## Topics

### Accessing the Shared Dialog Controller

```
class func shared() -> GKDialogController
```

Retrieves the shared instance of the dialog controller.

### Setting the Presentation Window

```
var parentWindow: NSWindow?
```

The window that displays the dashboard.

### Presenting and Dismissing the Dialog

```
func present(any NSViewController & GKViewController) -> Bool
```

Presents the dashboard in the window.

```
func dismiss(Any)
```

Dismisses the dashboard.

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## Relationships

### Inherits From

NSResponder


## Conforms To

CVarArg  
CustomDebugStringConvertible  
CustomStringConvertible  
Equatable  
Hashable  
NSCoding  
NSObjectProtocol  
NSStandardKeyBindingResponding  
NSTouchBarProvider  
NSUserActivityRestoring  
Sendable  
SendableMetatype

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## 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` GKAccessPoint

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

`protocol` GKViewController

The abstract base protocol adopted by GameKit view controller classes.