

[TabletopKit](#) / PlayerIdentifier

Structure

PlayerIdentifier

A unique identifier for players.

visionOS 2.0+

```
struct PlayerIdentifier
```

Overview

A player identifier is unique across all instances of the same tabletop game.

Topics

Creating player identifiers

```
init(uuid: UUID)
```

Creates a player identifier.

Getting identifier values

```
var uuid: UUID
```

A universally unique value to identify a player.

Relationships

Conforms To

BitwiseCopyable
Copyable
CustomStringConvertible
Equatable
Hashable
Sendable
SendableMetatype

See Also

Players

```
struct Player
    A player in a tabletop game.
```