

[TabletopKit](#) / [TableState](#)

Structure

TableState

The state of the table that can be queried and modified.

visionOS 26.0+

```
struct TableState
```

Topics

Getting the table state

```
var counters: CounterCollection
```

The collection of score counters.

```
var equipment: EquipmentCollection
```

The collection of equipment.

```
var turn: Set<TableSeatIdentifier>
```

The seats that are currently in turn.

See Also

Seats

```
protocol TableSeat
```

A protocol for seats at the table that players occupy.

```
protocol EntityTableSeat
```

A protocol for seats at the table that you render using RealityKit.

```
struct TableSeatIdentifier
```

A unique identifier for seats.

```
struct TableSeatState
```

The data associated with a seat that a player occupies.

```
protocol SeatState
```

A protocol for seat data that TabletopKit syncs between players.