

[TabletopKit](#) / SetTurnAction

## Structure

# SetTurnAction

An action that sets the current seats participating in the current turn.

visionOS 2.0+

```
struct SetTurnAction
```

## Overview

To create a set turn action, use the `setTurn(forSeat:context:)` or a similar static method.

## Topics

### Getting the seats involved in a turn

```
var seatIDsInTurn: [TableSeatIdentifier]
```

The IDs of the seats that are part of the current turn.

### Getting the action properties

```
var context: UInt64
```

An integer value that your game uses.

```
var playerId: Player.ID?
```

The ID of the player who is setting the turn.

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## Relationships

### Conforms To

Equatable  
Sendable  
SendableMetatype  
TabletopAction

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## See Also

### Actions

`protocol TabletopAction`

A protocol for objects that describe an action in a tabletop game.

`struct MoveEquipmentAction`

An action that moves a piece of equipment on the table or changes the grouping.

`struct UpdateEquipmentAction`

An action that updates properties of equipment on the table.

`struct UpdateCounterAction`

An action that updates the game counter.

`struct CreateBookmarkAction`

An action that takes a snapshot of the game.

`protocol CustomAction`

A protocol that represents an action whose behavior is implemented outside of TabletopKit. A custom action that can be applied to a `TableState`.