

[TabletopKit](#) / EntityTableSeat

Protocol

EntityTableSeat

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

TabletopKit | RealityKit | visionOS 2.0+

```
protocol EntityTableSeat : TableSeat
```

Overview

To render seats using an entity, follow these steps:

1. Create a structure that conforms to this protocol.
2. Set the [State](#) type alias to [TableSeatState](#).
3. Declare the `id` property as a [TableSeatIdentifier](#) structure.
4. Declare the [initialState](#) property as a [State](#) structure.
5. Implement an initializer that sets these properties and the [entity](#) property.

Topics

Rendering the equipment

```
var entity: Entity
```

The entity associated with the seat.

Required

Relationships

Inherits From

Identifiable, TableSeat

See Also

Seats

`struct TableState`

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

`protocol TableSeat`

A protocol for seats at the table that players occupy.

`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.