

[TabletopKit](#) / TabletopShape

Structure

TabletopShape

An object that represents the physical properties of the table.

visionOS 2.0+

```
struct TabletopShape
```

Overview

To create a round table, use the `round(center:radius:thickness:in:)` initializer, or if you render the table using RealityKit, the `round(entity:)` initializer. For a rectangular table, use the equivalent `rectangular(center:width:height:thickness:in:)` or `rectangular(entity:)` initializer.

Topics

Creating a round or rectangular table

```
static func rectangular(center: Point3D, width: Float, height: Float,
thickness: Float, in: UnitLength) -> TabletopShape
```

Creates a rectangular tabletop shape with the specified center and dimensions.

```
static func round(center: Point3D, radius: Float, thickness: Float, in:
UnitLength) -> TabletopShape
```

Creates a round tabletop shape with the specified center, radius, and thickness.

Creating a table that you render using an entity

```
static func rectangular(entity: Entity) -> TabletopShape  
static func round(entity: Entity) -> TabletopShape
```

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Essentials

- `{}` [Creating tabletop games](#)
Develop a spatial board game where multiple players interact with pieces on a table.
- `{}` [Synchronizing group gameplay with TabletopKit](#)
Maintain game state across multiple players in a race to capture all the coins.

`class` `TabletopGame`

An object that manages the setup and gameplay of a tabletop game.

`struct` `TableSetup`

An object that represents the arrangement of seats, equipment, and counters around the game table.

`protocol` `Tabletop`

A protocol for the table surface in your game.

`protocol` `EntityTabletop`

A protocol for the table surface in your game when you render it using RealityKit.