Documentation Language: Swift

ARKit / AccessoryAnchor

Structure

AccessoryAnchor

Represents a tracked accessory.

visionOS 26.0+

```
struct AccessoryAnchor
```

Topics

Instance Properties

```
var accessory: Accessory
```

Accessory tracked by this anchor.

```
var angularVelocity: SIMD3<Float>
```

Angular velocity of the accessory in the local coordinate system [rad/s].

```
var description: String
```

A textual representation of this anchor.

```
var heldChirality: Accessory.Chirality?
```

Which hand the accessory is currently held in. Returns nil if the accessory is not held.

```
var id: UUID
```

The unique identifier of this anchor.

```
var isTracked: Bool
```

Whether this anchor is currently tracked or not.

```
var originFromAnchorTransform: simd_float4x4
```

The transform from the accessory anchor to the origin coordinate system.

```
var trackingState: AccessoryAnchor.TrackingState
```

Tracking state of this anchor.

```
var velocity: SIMD3<Float>
```

Velocity of the accessory in the local coordinate system [m/s].

Instance Methods

```
func coordinateSpace(correction: ARKitCoordinateSpace.Correction) -> ARKitCoordinateSpace
```

The anchor coordinate space.

```
func coordinateSpace(for: Accessory.LocationName, correction: ARKitCoordinateSpace.Correction) -> ARKitCoordinateSpace
```

The coordinate space of a location on this accessory.

Enumerations

```
enum TrackingState
```

Tracking state of accessory anchors.

Relationships

Conforms To

```
Anchor
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
TrackableAnchor
```

See Also

Accessory tracking

`class AccessoryTrackingProvider`

Provides the real time position of accessories in the user’s environment.

`struct Accessory`

Represents an accessory to be tracked.

{} Tracking accessories in volumetric windows

Translate the position and velocity of tracked handheld accessories to throw virtual balls at a stack of cans.

{} Tracking a handheld accessory as a virtual sculpting tool

Use a tracked accessory with Apple Vision Pro to create a virtual sculpture.