

[TabletopKit](#) / ControllingSeats

Enumeration

ControllingSeats

The seats that can manipulate or interact with the equipment.

visionOS 2.0+

```
enum ControllingSeats
```

Topics

Seats

case any

Lets players in all seats interact with the equipment.

case restricted([TableSeatIdentifier])

Lets players in specific seats interact with the equipment.

case restrictedCurrent([TableSeatIdentifier])

Lets players in specific seats interact with the equipment if they are currently in turn.

case inherited

The value is inherited from the parent. The table implicit value is considered to be .any.

case current

Lets only seats currently in turn interact with the equipment.

Relationships

Conforms To

Equatable, Sendable, SendableMetatype

See Also

Equipment

{ } Implementing playing card overlap and physical characteristics
Add interactive card game behavior for a pile of playing cards with physically realistic stacking and overlapping.

`protocol Equipment`

A protocol for equipment that players directly interact with in a game.

`struct EquipmentCollection`

A collection of equipment whose state can be inspected and modified.

`protocol EntityEquipment`

A protocol for equipment in a game that you render using RealityKit.

`struct EquipmentIdentifier`

A unique identifier for equipment.

`protocol EquipmentState`

A protocol for the equipment data that TabletopKit syncs between players.

`struct EquipmentStateCollection`

A collection of equipment states that can be inspected and modified.

`struct BaseEquipmentState`

A state for equipment that contains no equipment-specific data.

`protocol CustomEquipmentState`

A specialized protocol for the equipment state that allows to accommodate custom data that TabletopKit syncs between players.

```
protocol MutableEquipmentState
```

A protocol for equipment data that TabletopKit syncs between players, and that can be mutated.

```
struct CardState
```

A state for cards that contains face up and down information.

```
struct DieState
```

A state for dice that contains the current value.

```
struct RawValueState
```

A state for equipment that contains a game-specific value.