

[TabletopKit](#) / PlayerIdentifier

Structure

PlayerIdentifier

A unique identifier for players.

visionOS 2.0+

```
struct PlayerIdentifier
```

Overview

A player identifier is unique across all instances of the same tabletop game.

Topics

Creating player identifiers

```
init(uuid: UUID)
```

Creates a player identifier.

Getting identifier values

```
var uuid: UUID
```

A universally unique value to identify a player.

Relationships

Conforms To

- BitwiseCopyable
- Copyable
- CustomStringConvertible
- Equatable
- Hashable
- Sendable
- SendableMetatype

See Also

Players

```
struct Player
```

A player in a tabletop game.