Protocol

SeatState

A protocol for seat data that TabletopKit syncs between players.

visionOS 2.0+

```
protocol SeatState
```

Topics

Setting the data that syncs

`var context: UInt64`

An integer value that your game uses.

Required

`var playerID: PlayerIdentifier?`

The identifier for the player that occupies the seat.

Required

`var pose: TableVisualState.Pose2D`

The position and orientation of the seat in table space.

Required

Relationships

Conforming Types

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.

protocol **EntityTableSeat**

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

struct **TableSeatIdentifier**

A unique identifier for seats.

struct **TableSeatState**

The data associated with a seat that a player occupies.