

[RealityKit](#) /  / [AnchoringComponent.TrackingMode](#) / continuous

Type Property

continuous

Continuously anchors the entity to its target based on the target's realtime location and hides the entity when the target is no longer in frame.

iOS 18.0+ | iPadOS 18.0+ | Mac Catalyst 18.0+ | macOS 15.0+ | tvOS 26.0+ | visionOS 1.0+

```
static let continuous: AnchoringComponent.TrackingMode
```

Discussion

continuous means the Entity will track the target anchor continuously.

The Entity moves with the anchor and is unanchored if the target anchor disappears or no longer meets the target requirement.