

[TabletopKit](#) / CreateBookmarkAction

Structure

CreateBookmarkAction

An action that takes a snapshot of the game.

visionOS 2.0+

```
struct CreateBookmarkAction
```

Overview

To create a bookmark action, use the `createBookmark(_:context:)` or the `createBookmark(id:context:)` static method.

Topics

Getting the bookmark

```
var bookmark: StateBookmark
```

Getting game-specific information

```
var context: UInt64
```

An integer value that your game uses.

Relationships

Conforms To

Equatable
Sendable
SendableMetatype
TabletopAction

See Also

Actions

`protocol TabletopAction`

A protocol for objects that describe an action in a tabletop game.

`struct MoveEquipmentAction`

An action that moves a piece of equipment on the table or changes the grouping.

`struct UpdateEquipmentAction`

An action that updates properties of equipment on the table.

`struct SetTurnAction`

An action that sets the current seats participating in the current turn.

`struct UpdateCounterAction`

An action that updates the game counter.

`protocol CustomAction`

A protocol that represents an action whose behavior is implemented outside of TabletopKit. A custom action that can be applied to a `TableState`.