Structure

WorldAnchor

A fixed location in a person's surroundings.

visionOS 1.0+

```
struct WorldAnchor
```

Overview

ARKit persists world anchor UUIDs and transforms across multiple runs of your app. For more information, see Tracking specific points in world space.

Topics

Creating a world anchor

`init(originFromAnchorTransform: simd_float4x4)`

Creates a world anchor from a position and orientation in world space.

Identifying a world anchor

`var id: UUID`

The unique identifier of this anchor.

Inspecting a world anchor

```
var originFromAnchorTransform: simd_float4x4
```

The position and orientation of a world anchor.

```
var isTracked: Bool
```

A Boolean value that indicates whether ARKit is currently tracking a world anchor.

```
var description: String
```

A textual representation of this anchor.

Initializers

```
init(originFromAnchorTransform: simd_float4x4, sharedWithNearby
Participants: Bool)
```

Initialize a world anchor with a transform and indicate if it should be shared with nearby participants.

Instance Properties

```
var isSharedWithNearbyParticipants: Bool
```

Check if a world anchor is shared with nearby participants.

Relationships

Conforms To

```
Anchor
Copyable
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
TrackableAnchor
```

See Also

World tracking

`{}` Tracking specific points in world space

Retrieve the position and orientation of anchors your app stores in ARKit.

`class` `WorldTrackingProvider`

A source of live data about the device pose and anchors in a person's surroundings.

`struct` `DeviceAnchor`

The position and orientation of Apple Vision Pro.