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Protocol

TabletopGame.RenderDelegate

A protocol for the object that renders your entire game.

visionOS 2.0+

```
protocol RenderDelegate : AnyObject
```

Overview

To provide a renderer, set the [TabletopGame](#) object render delegate to an object that conforms to this protocol using the [addRenderDelegate\(_:\)](#) method. Then implement the [onUpdate\(timeInterval:snapshot:visualState:\)](#) protocol method to render the current state of the game.

Topics

Rendering the game

```
func onUpdate(timeInterval: Double, snapshot: TableSnapshot, visualState: TableVisualState)
```

Required Default implementation provided.

```
func updateRootPose(Pose3D)
```

Required Default implementations provided.

Relationships

Inherited By

EntityRenderDelegate

See Also

Rendering the table

```
func addRenderDelegate(some TabletopGame.RenderDelegate)
```

```
func removeRenderDelegate(some TabletopGame.RenderDelegate)
```

```
protocol EntityRenderDelegate
```

A protocol for the object that renders your entire game using RealityKit.