

[TabletopKit](#) / [TabletopGame](#) / startInteraction(onEquipmentID:)

Instance Method

startInteraction(onEquipmentID:)

Starts a local interaction. It will return `nil` if too many interactions are already happening at the same time.

visionOS 2.0+

```
func startInteraction(onEquipmentID equipmentID: EquipmentIdentifier) -> TabletopInteraction.Identifier?
```