Structure

Accessory

Represents an accessory to be tracked.

visionOS 26.0+

```
struct Accessory
```

Topics

Structures

struct LocationName

Location names to fetch transforms defined on accessories. Some pre-defined location names that are common to accessories conforming to the OpenXR spec are provided as a convenience. These are not required to exist on all accessories.

Initializers

init(device: any GCDevice) async throws

Initializes an accessory from a GCDevice.

Instance Properties

var description: String

A textual representation of this accessory.

var id: UUID

The unique identifier of this accessory.

var inherentChirality: `Accessory.Chirality`

The hand that this accessory is designed to be held in.

var locations: `[Accessory.LocationName]`

A list of locations on this accessory for which coordinate transforms are provided.

var name: `String`

The name of the accessory.

var source: `Accessory.Source`

The input source used to create this accessory.

var usdzFile: `URL?`

USDZ file representing this accessory, if present.

Enumerations

enum Chirality

The hand which an accessory corresponds to.

enum Source

Type of source an Accessory was loaded from.

Relationships

Conforms To

```
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
```

See Also

Accessory tracking

`class` `AccessoryTrackingProvider`

    Provides the real time position of accessories in the user's environment.

`struct` `AccessoryAnchor`

    Represents a tracked accessory.

`{}`   Tracking accessories in volumetric windows

    Translate the position and velocity of tracked handheld accessories to throw virtual balls at a stack of cans.

`{}`   Tracking a handheld accessory as a virtual sculpting tool

    Use a tracked accessory with Apple Vision Pro to create a virtual sculpture.