

[TabletopKit](#) / RawValueState

Structure

RawValueState

A state for equipment that contains a game-specific value.

visionOS 2.0+

```
struct RawValueState
```

Topics

Creating a die state

```
init(rawValue: UInt64, parentID: EquipmentIdentifier, seatControl:  
ControllingSeats, pose: TableVisualState.Pose2D, boundingBox: Rect3D)
```

Creates a state for equipment using the specified raw value, location, and player interactions.

```
init(rawValue: UInt64, parentID: EquipmentIdentifier, seatControl:  
ControllingSeats, pose: TableVisualState.Pose2D, entity: Entity)
```

Getting the die data

```
var rawValue: UInt64
```

The integer value for this piece of equipment.

Getting the parent equipment

```
var parentID: EquipmentIdentifier
```

The identifier for the parent equipment that holds or contains this equipment.

Rendering the equipment

`var boundingBox: Rect3D`

A 3D bounding box that encloses the equipment.

`var pose: TableVisualState.Pose2D`

The 2D position and rotation of the equipment relative to the equipment parent, or table.

Controlling the equipment

`var lockedBy: PlayerIdentifier?`

The identifier for the player who exclusively controls the equipment.

`var seatControl: ControllingSeats`

The seats that can manipulate or interact with the equipment.

Relationships

Conforms To

BitwiseCopyable

Copyable

Equatable

EquipmentState

MutableEquipmentState

Sendable

SendableMetatype

See Also

Equipment

{ } Implementing playing card overlap and physical characteristics

Add interactive card game behavior for a pile of playing cards with physically realistic stacking and overlapping.

protocol Equipment

A protocol for equipment that players directly interact with in a game.

struct EquipmentCollection

A collection of equipment whose state can be inspected and modified.

protocol EntityEquipment

A protocol for equipment in a game that you render using RealityKit.

struct EquipmentIdentifier

A unique identifier for equipment.

protocol EquipmentState

A protocol for the equipment data that TabletopKit syncs between players.

struct EquipmentStateCollection

A collection of equipment states that can be inspected and modified.

struct BaseEquipmentState

A state for equipment that contains no equipment-specific data.

protocol CustomEquipmentState

A specialized protocol for the equipment state that allows to accommodate custom data that TabletopKit syncs between players.

protocol MutableEquipmentState

A protocol for equipment data that TabletopKit syncs between players, and that can be mutated.

struct CardState

A state for cards that contains face up and down information.

struct DieState

A state for dice that contains the current value.

enum ControllingSeats

The seats that can manipulate or interact with the equipment.