Class

AccessoryTrackingProvider

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

visionOS 26.0+

```
final class AccessoryTrackingProvider
```

Topics

Structures

struct **Error**

An accessory tracking error.

Initializers

convenience **init(accessories: [Accessory])**

Create an accessory tracking provider.

Instance Properties

var **anchorUpdates**: AnchorUpdateSequence<AccessoryAnchor>

An async sequence of all anchor updates.

var **description**: String

A textual representation of this accessory tracking provider.

var latestAnchors: [AccessoryAnchor]

Get the latest accessory anchors seen by the provider. These could be used for `predict Anchor` The output array may be empty if the provider is not running or no accessory is tracked at the moment.

var state: DataProviderState

The state of this accessory tracking provider.

Instance Methods

func predictAnchor(for: AccessoryAnchor, at: TimeInterval) -> Accessory
Anchor?

Get an `AccessoryAnchor` for a given time and accessory.

Type Properties

static var isSupported: Bool

Determines whether this device supports the accessory tracking provider.

static var requiredAuthorizations: [ARKitSession.AuthorizationType]

The authorization type(s) required by the accessory tracking provider.

Relationships

Conforms To

CustomStringConvertible
DataProvider
Sendable
SendableMetatype

See Also

Accessory tracking

struct **Accessory**

Represents an accessory to be tracked.

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.