Structure

DeviceAnchor

The position and orientation of Apple Vision Pro.

macOS 26.0+ | visionOS 1.0+

```
struct DeviceAnchor
```

Overview

You create a device anchor by starting an ARKitSession with a WorldTrackingProvider and calling its queryDeviceAnchor(atTimestamp:) method.

Topics

Inspecting a device anchor

var originFromAnchorTransform: simd_float4x4

    The transform from the device to the origin coordinate system.

var trackingState: DeviceAnchor.TrackingState

    Tracking state of this anchor

enum TrackingState

    Values that describe the tracking state of a device anchor.

var isTracked: Bool

    A Boolean value that indicates whether ARKit is tracking the device.

`var description: String`

A textual representation of this anchor.

`var id: UUID`

The unique identifier of this anchor.

Relationships

Conforms To

```
Anchor
CustomStringConvertible
Identifiable
Sendable
SendableMetatype
TrackableAnchor
```

See Also

World tracking

`{}` Tracking specific points in world space

Retrieve the position and orientation of anchors your app stores in ARKit.

`class WorldTrackingProvider`

A source of live data about the device pose and anchors in a person's surroundings.

`struct WorldAnchor`

A fixed location in a person's surroundings.