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Protocol

# TabletopGame.RenderDelegate

A protocol for the object that renders your entire game.

visionOS 2.0+

```
protocol RenderDelegate : AnyObject
```

## Overview

To provide a renderer, set the [TabletopGame](#) object render delegate to an object that conforms to this protocol using the [addRenderDelegate\(\\_:\)](#) method. Then implement the [onUpdate\(timeInterval:snapshot:visualState:\)](#) protocol method to render the current state of the game.

## Topics

### Rendering the game

```
func onUpdate(timeInterval: Double, snapshot: TableSnapshot, visualState: TableVisualState)
```

**Required** Default implementation provided.

```
func updateRootPose(Pose3D)
```

**Required** Default implementations provided.

# Relationships

## Inherited By

EntityRenderDelegate

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## See Also

### Rendering the table

func addRenderDelegate(some TabletopGame.RenderDelegate)

func removeRenderDelegate(some TabletopGame.RenderDelegate)

protocol EntityRenderDelegate

A protocol for the object that renders your entire game using RealityKit.