

[RealityKit](#) / [VideoPlayerComponent](#) / desiredImmersiveViewingMode

Instance Property

desiredImmersiveViewingMode

The viewer's selected immersive-viewing mode.

visionOS 2.0+

```
var desiredImmersiveViewingMode: VideoPlayerComponent.ImmersiveViewing  
Mode { get set }
```

Discussion

This is the immersive-viewing mode that the current immersive-viewing mode transitions to.

See Also

Playing immersive media

```
var immersiveViewingMode: VideoPlayerComponent.ImmersiveViewingMode?  
The current immersive-viewing mode.
```