

[TabletopKit](#) / ControllingSeats

Enumeration

ControllingSeats

The seats that can manipulate or interact with the equipment.

visionOS 2.0+

```
enum ControllingSeats
```

Topics

Seats

`case any`

Lets players in all seats interact with the equipment.

`case restricted([TableSeatIdentifier])`

Lets players in specific seats interact with the equipment.

`case restrictedCurrent([TableSeatIdentifier])`

Lets players in specific seats interact with the equipment if they are currently in turn.

`case inherited`

The value is inherited from the parent. The table implicit value is considered to be `.any`.

`case current`

Lets only seats currently in turn interact with the equipment.

Relationships

Conforms To

Equatable, 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.

`struct RawValueState`

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