

[TabletopKit](#) / [Tabletop](#)

Protocol

# Tabletop

A protocol for the table surface in your game.

visionOS 2.0+

```
protocol Tabletop : Identifiable where Self.ID == EquipmentIdentifier
```

## Overview

To create a [TableSetup](#) object that configures your game table, pass an object that conforms to either the [Tabletop](#) or [EntityTabletop](#) protocol to the [TableSetupinitializer](#). Implement `yourTabletopstructure` to set the protocol properties, such as `theShapeandid` properties.

```
struct Table: Tabletop {  
    var shape = .rectangular(width: 100, height: 60, thickness: 5, in: .centimeters)  
    var id = .table  
}
```

To create a round table, use one of the [TabletopShape](#) round initializers.

To render the table surface using RealityKit, conform to the [EntityTabletop](#) protocol instead.

## Topics

[Creating a round or rectangular table](#)

```
var shape: TabletopShape
```

The shape of the table.  
Required Default implementation provided.

## Displaying the equipment

```
func layoutChildren(for: TableSnapshot, visualState: TableViewState)  
-> any EquipmentLayout
```

This function provides the layout of the direct children of this equipment and is called whenever the snapshot changes. Override it to provide a custom layout. The output of this function is considered to be only a function of its inputs. Reaching out to data outside what is provided might result in undefined behavior.

Required Default implementation provided.

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## Relationships

### Inherits From

Identifiable

### Inherited By

EntityTabletop

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## See Also

### Essentials

- { } Creating tabletop games  
Develop a spatial board game where multiple players interact with pieces on a table.
- { } Synchronizing group gameplay with TabletopKit  
Maintain game state across multiple players in a race to capture all the coins.

class TabletopGame

An object that manages the setup and gameplay of a tabletop game.

`struct TableSetup`

An object that represents the arrangement of seats, equipment, and counters around the game table.

`protocol EntityTabletop`

A protocol for the table surface in your game when you render it using RealityKit.

`struct TabletopShape`

An object that represents the physical properties of the table.