

[TabletopKit](#) / ScoreCounter

## Structure

# ScoreCounter

An object that keeps a score in a tabletop game.

visionOS 2.0+

```
struct ScoreCounter
```

## Topics

### Creating score counters

```
init(id: ScoreCounter.ID, value: Int64)
```

Creates a score counter with a unique identifier and initial value.

### Getting score counter identifiers

```
var id: ScoreCounter.ID
```

A unique identifier for the score counter.

```
struct Identifier
```

A unique identifier for score counters.

### Getting score counter values

```
var value: Int64
```

The current value of the score counter.

# Relationships

## Conforms To

Identifiable, Sendable, SendableMetatype

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## See Also

### Score counters

`struct CounterCollection`

A collection of score counters that can be inspected and modified.