

[TabletopKit](#) / [UpdateEquipmentAction](#)

Structure

UpdateEquipmentAction

An action that updates properties of equipment on the table.

visionOS 2.0+

```
struct UpdateEquipmentAction<State> where State : EquipmentState
```

Overview

To create an update equipment action, use the [updateEquipment\(_:_state:_context:\)](#) or a similar static method.

Topics

Getting the equipment in the action

```
var equipmentID: EquipmentIdentifier
```

The ID of the equipment to update.

Getting the state of the equipment

```
var newState: State?
```

The new state of the equipment.

Getting the context and player identifier

```
var context: UInt64
```

An integer value that your game uses.

```
var playerID: Player.ID?
```

The player performing the action.

Relationships

Conforms To

Equatable, TabletopAction

See Also

Actions

```
protocol TabletopAction
```

A protocol for objects that describe an action in a tabletop game.

```
struct MoveEquipmentAction
```

An action that moves a piece of equipment on the table or changes the grouping.

```
struct SetTurnAction
```

An action that sets the current seats participating in the current turn.

```
struct UpdateCounterAction
```

An action that updates the game counter.

```
struct CreateBookmarkAction
```

An action that takes a snapshot of the game.

```
protocol CustomAction
```

A protocol that represents an action whose behavior is implemented outside of TabletopKit. A custom action that can be applied to a TableState.