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[TabletopKit](#) / EquipmentPose2D

## Structure

# EquipmentPose2D

An object that represents the position and rotation of equipment on the XZ plane.

visionOS 2.0+

```
struct EquipmentPose2D
```

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## Topics

### Creating an equipment pose object

```
init(id: EquipmentIdentifier, pose: TableVisualState.Pose2D)
```

Creates a position and rotation on the table for a specific piece of equipment.

### Getting equipment pose properties

```
var id: EquipmentIdentifier
```

The unique identifier for the equipment.

```
var pose: TableVisualState.Pose2D
```

The 2D position and rotation of equipment on the table.

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## Relationships

### Conforms To

BitwiseCopyable  
Copyable  
Equatable  
Hashable  
Sendable  
SendableMetatype

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# See Also

## Equipment layout

`protocol` EquipmentLayout

A protocol for objects that describe the layout of equipment.

`struct` DefaultEquipmentLayout

An object that provides a standard configuration for equipment layout.

`struct` EquipmentPose3D

An object that represents the 3D position and orientation of equipment on the table.