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Structure

EnvironmentProbeAnchor

An environment probe in the world.

visionOS 2.0+

```
struct EnvironmentProbeAnchor
```

Overview

Use environment probes to light virtual geometry by producing environment textures from the probe's location in the world.

Note

The framework always positions the anchor at the location of the Vision Pro device.

Topics

Getting anchor information

```
var environmentTexture: (any MTLTexture)?
```

The environment texture of an anchor.

```
var cameraScaleReference: Float
```

The camera scale reference of this anchor.

```
var originFromAnchorTransform: simd_float4x4
```

The transform from the environment probe anchor to the origin coordinate system.

Comparing environment probe anchors

```
var id: UUID
```

The unique identifier of this anchor.

```
var description: String
```

A textual representation of this anchor.

Relationships

Conforms To

Anchor
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype

See Also

Lighting estimation

```
class EnvironmentLightEstimationProvider
```

A source of live data about lighting information in the environment.