Structure

RoomAnchor

The representation of a room ARKit is currently tracking.

visionOS 2.0+

```
struct RoomAnchor
```

Overview

A RoomAnchor structure describes an approximate representation of the room's geometry, and contains arrays with identifiers of mesh and plane anchors that the framework associates with that room.

Topics

Getting information about a room anchor

`var geometry: MeshAnchor.Geometry`

The geometry of the mesh in an anchor's coordinate system.

`var id: UUID`

The unique identifier of this anchor.

`var isCurrentRoom: Bool`

A Boolean value that indicates whether a room is a person's current location.

`var meshAnchorIDs: [UUID]`

An array of IDs of the mesh anchors associated with a room.

`var originFromAnchorTransform: simd_float4x4`

The transform from the room anchor to the origin coordinate system.

`var planeAnchorIDs: [UUID]`

An array of IDs of the plane anchors associated with a room.

Inspecting a room anchor

`func contains(SIMD3<Float>) -> Bool`

Returns a Boolean value that indicates whether a room contains the provided point.

~~func geometries(of: MeshAnchor.MeshClassification) -> [MeshAnchor.Geometry]~~

Returns the disjoint mesh geometries of a given classification.

Deprecated

`var description: String`

A textual representation of this anchor.

Instance Methods

`func geometries(classifiedAs: SurfaceClassification) -> [MeshAnchor.Geometry]`

Get disjoint mesh geometries of a given surface classification.

Relationships

Conforms To

```
Anchor
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
```

See Also

Room tracking

`class` `RoomTrackingProvider`

    A source of real-time information about the room that a person is currently in.

`enum` `SurfaceClassification`

    A value describing the classification of a surface.

`{}`   Building local experiences with room tracking

    Use room tracking in visionOS to provide custom interactions with physical spaces.