

[TabletopKit](#) / EquipmentPose2D

Structure

EquipmentPose2D

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

visionOS 2.0+

```
struct EquipmentPose2D
```

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.

Relationships

Conforms To

BitwiseCopyable
Copyable
Equatable
Hashable
Sendable
SendableMetatype

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.