Structure

EquipmentCollection

A collection of equipment whose state can be inspected and modified.

visionOS 26.0+

```
struct EquipmentCollection
```

Topics

Getting collection properties

`var count: Int`

The number of equipment items in this collection.

`var ids: [EquipmentIdentifier]`

The identifiers of all the equipment in this collection.

`var state: EquipmentStateCollection`

The collection of equipment states.

Retrieving equipment identifiers

`func ids(childrenOf: EquipmentIdentifier) -> [EquipmentIdentifier]`

Returns the identifiers of all equipment that are children of the given equipment identifier.

`func ids(descendantsOf: EquipmentIdentifier) -> [EquipmentIdentifier]`

Returns the identifiers of all equipment that are descendants of the given equipment identifier.

```
func ids(of: (some Equipment).Type) -> [EquipmentIdentifier]
```
Returns the identifiers of all equipment that conform to the given type.

Changing the parent

```
func reparent(id: EquipmentIdentifier, to: EquipmentIdentifier)
```
Change the parent of the equipment matching the given identifier. The given equipment becomes the last of the parent's children.

```
func reparent(ids: [EquipmentIdentifier], to: EquipmentIdentifier)
```
Change the parent of the equipment matching the given identifiers. The reparented equipment is appended at the end of the parent's children.

Accessing the subscript

```
subscript<E>(of _: E.Type) -> [(identifier: EquipmentIdentifier, state: E.State)]
```
Returns the identifiers and corresponding states of all equipment that conform to the given type.

See Also

Equipment

{}   Implementing playing card overlap and physical characteristics

Add interactive card game behavior for a pile of playing cards with physically realistic stacking and overlapping.

```
protocol Equipment
```
A protocol for equipment that players directly interact with in a game.

```
protocol EntityEquipment
```
A protocol for equipment in a game that you render using RealityKit.

```
struct EquipmentIdentifier
```
A unique identifier for equipment.

```
protocol EquipmentState
```

A protocol for the equipment data that TabletopKit syncs between players.

struct EquipmentStateCollection

A collection of equipment states that can be inspected and modified.

struct BaseEquipmentState

A state for equipment that contains no equipment-specific data.

protocol CustomEquipmentState

A specialized protocol for the equipment state that allows to accommodate custom data that TabletopKit syncs between players.

protocol MutableEquipmentState

A protocol for equipment data that TabletopKit syncs between players, and that can be mutated.

struct CardState

A state for cards that contains face up and down information.

struct DieState

A state for dice that contains the current value.

struct RawValueState

A state for equipment that contains a game-specific value.

enum ControllingSeats

The seats that can manipulate or interact with the equipment.