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Structure

Joint

A pose joint represented as a normalized point in an image, along with a label and a confidence value.

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+

```
struct Joint
```

Topics

Inspecting a joint

```
let confidence: Float
```

A confidence score that indicates the detected joint's accuracy.

```
let jointName: String
```

The joint's identifier label.

```
let location: NormalizedPoint
```

The location of the joint in normalized coordinates.

Getting the distance to a joint

```
func distance(to: Joint) -> CGFloat
```

Returns the distance to another joint.

Relationships

Conforms To

CustomStringConvertible
Decodable
Encodable
Equatable
Hashable
Sendable
SendableMetatype

See Also

Body and hand pose detection

`struct DetectHumanBodyPoseRequest`
A request that detects a human body pose.

`struct DetectHumanHandPoseRequest`
A request that detects a human hand pose.

`protocol PoseProviding`
An observation that provides a collection of joints that make up a pose.

`enum Chirality`
The hand sidedness of a pose.