

[TabletopKit](#) / EquipmentIdentifier

## Structure

# EquipmentIdentifier

A unique identifier for equipment.

visionOS 2.0+

```
struct EquipmentIdentifier
```

## Overview

The equipment identifier needs to be unique across all instances of the same tabletop game.

## Topics

### Creating equipment identifiers

```
init(Int)
```

### Getting identifier values

```
let rawValue: Int
```

## Relationships

## Conforms To

BitwiseCopyable

Copyable

CustomStringConvertible

Equatable

Hashable

Sendable

SendableMetatype

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## 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.

`struct` `EquipmentCollection`

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

`protocol` `EntityEquipment`

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

`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.