Instance Property

presentationScreenSize

The size of the screen presenting the image, with the format [width, height] in meters.

visionOS 26.0+

```
var presentationScreenSize: SIMD2<Float> { get }
```

Discussion

For immersive viewing modes (`.spatialStereoImmersive` and `.spatial3DImmersive`), this property represents the screen size of the non-immersive version of that mode (`.spatialStereo` and `.spatial3D` respectively).

This property is expressed relative to the local coordinate space of the entity the `ImagePresentationComponent` is assigned to. To calculate the size of the screen in world coordinate space, multiply `presentationScreenSize` by the entity's world scale.

See Also

Retrieving the current screen mesh size

`var screenHeight: Float`

The height of the screen mesh, in meters, when the image is presented in a non-immersive viewing mode.