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Instance Method

tabletopGame(_:parent:automaticUpdate:)

Adds a tabletop game to a view.

TabletopKit | SwiftUI | visionOS 2.0+

```
@MainActor @preconcurrency
func tabletopGame(
    _ game: TabletopGame,
    parent: Entity,
    automaticUpdate: Bool = true
) -> some View
```

See Also

Creating a tabletop game

```
func tabletopGame(TabletopGame, parent: Entity, automaticUpdate: Bool,
interaction: (TabletopInteraction.Value) -> any TabletopInteraction.
Delegate) -> some View
```

Supplies a closure which returns a new interaction whenever needed.