TabletopKit / TableSeatIdentifier

Structure

TableSeatIdentifier

A unique identifier for seats.

visionOS 2.0+

```swift
struct TableSeatIdentifier
```

Overview

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

Topics

Creating seat identifiers

`init(Int)`

Getting identifier values

`let rawValue: Int`

Relationships

Conforms To

BitwiseCopyable
Copyable
CustomStringConvertible
Equatable
Hashable
Sendable
SendableMetatype

See Also

Seats

struct **TableState**

The state of the table that can be queried and modified.

protocol **TableSeat**

A protocol for seats at the table that players occupy.

protocol **EntityTableSeat**

A protocol for seats at the table that you render using RealityKit.

struct **TableSeatState**

The data associated with a seat that a player occupies.

protocol **SeatState**

A protocol for seat data that TabletopKit syncs between players.