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[TabletopKit](#) / CustomEquipmentState

## Protocol

# CustomEquipmentState

A specialized protocol for the equipment state that allows to accommodate custom data that TabletopKit syncs between players.

visionOS 26.0+

```
protocol CustomEquipmentState : MutableEquipmentState
```

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## Topics

### Getting the base equipment state

```
var base: BaseEquipmentState
```

Required

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## Relationships

### Inherits From

Equatable, EquipmentState, MutableEquipmentState

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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.

`struct` `EquipmentIdentifier`

A unique identifier for equipment.

`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` `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.