Protocol

EntityTabletop

A protocol for the table surface in your game when you render it using RealityKit.

TabletopKit | RealityKit | visionOS 2.0+

```
protocol EntityTabletop : Tabletop
```

Overview

To create a `TableSetup` object that configures your game table, pass an object that conforms to either the `Tabletop` or `EntityTabletop` protocol to the `TableSetup` initializer. If you render your table surface using RealityKit, conform to the `EntityTabletop` protocol. Implement your `EntityTabletop` structure to set the protocol properties, such as the `shape`, `entity`, and `id` properties.

```
struct Table: EntityTabletop {
    var shape: TabletopShape
    var entity: Entity
    var id: EquipmentIdentifier

    init() {
        self.entity = try! Entity.load(named: "table/table", in: contentBundle)
        self.shape = .round(entity: entity)
        self.id = .table
    }
}
```

Topics

Creating a round or rectangular table

`var shape: TabletopShape`

The shape of the table.

Displaying the tabletop

`var entity: Entity`

The entity associated with the equipment.

Required

Default Implementations

☰ Tabletop Implementations

Relationships

Inherits From

`Identifiable`, `Tabletop`

See Also

Essentials

{} Creating tabletop games

Develop a spatial board game where multiple players interact with pieces on a table.

{} Synchronizing group gameplay with TabletopKit

Maintain game state across multiple players in a race to capture all the coins.

`class TabletopGame`

An object that manages the setup and gameplay of a tabletop game.

`struct TableSetup`

An object that represents the arrangement of seats, equipment, and counters around the game table.

`protocol Tabletop`

A protocol for the table surface in your game.

`struct TabletopShape`

An object that represents the physical properties of the table.