Structure

Player

A player in a tabletop game.

visionOS 2.0+

```
struct Player
```

Topics

Identifying players

`var id: PlayerIdentifier`

A unique identifier for the player.

Relationships

Conforms To

`Identifiable, Sendable, SendableMetatype`

See Also

Players

`struct` **`PlayerIdentifier`**

A unique identifier for players.