

[RealityKit](#) / [VideoPlayerComponent](#) / `desiredImmersiveViewingMode`

Instance Property

desiredImmersiveViewingMode

The viewer's selected immersive-viewing mode.

visionOS 2.0+

```
var desiredImmersiveViewingMode: VideoPlayerComponent.ImmersiveViewingMode { get set }
```

Discussion

This is the immersive-viewing mode that the current immersive-viewing mode transitions to.

See Also

Playing immersive media

```
var immersiveViewingMode: VideoPlayerComponent.ImmersiveViewingMode?
```

The current immersive-viewing mode.