Class

ObjectTrackingProvider

A source of real-time position of reference objects in a person's environment.

visionOS 2.0+

```
final class ObjectTrackingProvider
```

Overview

Use this class to configure ARKIt to track reference objects in a person's environment and receive a stream of updates that contains <u>ObjectAnchor</u> structures that describe them.

Topics

Creating an object-tracking provider

```
init(referenceObjects: [ReferenceObject], trackingConfiguration: Object
TrackingProvider.TrackingConfiguration?)
```
    Creates an object-tracking provider.

Checking availability

```
static var isSupported: Bool
```
    A Boolean value that indicates whether a device supports the object-tracking provider.

```
static var requiredAuthorizations: [ARKitSession.AuthorizationType]
```

An array of authorization types the object-tracking provider requires.

Configuring object-tracking

var `trackingConfiguration:` `ObjectTrackingProvider.TrackingConfiguration`

Returns the current parameters that are being used to configure object tracking.

struct `TrackingConfiguration`

Parameters for changing object-tracking behavior.

Inspecting an object-tracking provider

var `state:` `DataProviderState`

The state of an object-tracking provider.

var `allAnchors:` `[ObjectAnchor]`

An array of all the object anchors the object-tracking provider is tracking.

var `anchorUpdates:` `AnchorUpdateSequence<ObjectAnchor>`

An asynchronous sequence of anchors the framework updates.

struct `Error`

Values that represent an object-tracking error.

var `description:` `String`

A textual representation of this object tracking provider.

Relationships

Conforms To

```
CustomStringConvertible
DataProvider
Sendable
SendableMetatype
```

See Also

Object tracking

`struct ObjectAnchor`

A reference object ARKit is tracking.

`{}` Exploring object tracking with ARKit

Find and track real-world objects in visionOS using reference objects trained with Create ML.

Implementing object tracking in your visionOS app

Create engaging interactions by training models to recognize and track real-world objects in your app.