Class

RoomTrackingProvider

A source of real-time information about the room that a person is currently in.

visionOS 2.0+

```
final class RoomTrackingProvider
```

Topics

Creating a room-tracking provider

`init()`

Creates a room-tracking provider.

Inspecting a room-tracking provider

`var allAnchors: [RoomAnchor]`

An array of the room anchors the room-tracking provider is tracking.

`var anchorUpdates: AnchorUpdateSequence<RoomAnchor>`

An asynchronous sequence of room anchor updates.

`var currentRoomAnchor: RoomAnchor?`

The room a person is in currently, if any.

`var description: String`

A textual representation of this room tracking provider.

```
var state: DataProviderState
```
The state of a room-tracking provider.

Type properties

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

```
static var requiredAuthorizations: [ARKitSession.AuthorizationType]
```
An array of authorization types the room-tracking provider requires.

Relationships

Conforms To

```
CustomStringConvertible
DataProvider
Sendable
SendableMetatype
```

See Also

Room tracking

```
struct RoomAnchor
```
The representation of a room ARKit is currently tracking.

```
enum SurfaceClassification
```
A value describing the classification of a surface.

{} Building local experiences with room tracking

Use room tracking in visionOS to provide custom interactions with physical spaces.