

[TabletopKit](#) / Tabletop

Protocol

Tabletop

A protocol for the table surface in your game.

visionOS 2.0+

```
protocol Tabletop : Identifiable where Self.ID == EquipmentIdentifier
```

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 [TableSetupInitializer](#). Implement your [Tabletop](#) structure to set the protocol properties, such as the [shape](#) and [id](#) properties.

```
struct Table: Tabletop {  
    var shape = .rectangular(width: 100, height: 60, thickness: 5, in: .centimeters)  
    var id = .table  
}
```

To create a round table, use one of the [TabletopShape](#) round initializers.

To render the table surface using RealityKit, conform to the [EntityTabletop](#) protocol instead.

Topics

Creating a round or rectangular table

```
var shape: TabletopShape
```

The shape of the table.

Required Default implementation provided.

Displaying the equipment

```
func layoutChildren(for: TableSnapshot, visualState: TableVisualState)
-> any EquipmentLayout
```

This function provides the layout of the direct children of this equipment and is called whenever the snapshot changes. Override it to provide a custom layout. The output of this function is considered to be only a function of its inputs. Reaching out to data outside what is provided might result in undefined behavior.

Required Default implementation provided.

Relationships

Inherits From

Identifiable

Inherited By

EntityTabletop

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 EntityTabletop`

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

`struct TabletopShape`

An object that represents the physical properties of the table.