

[TabletopKit](#) / EquipmentLayout

Protocol

# EquipmentLayout

A protocol for objects that describe the layout of equipment.

visionOS 2.0+

```
protocol EquipmentLayout
```

## Topics

### Laying out equipment

```
static func planarOverlapping(layout: [EquipmentPose2D], animationDuration: Double?) -> Self
```

Use the overlapping layout to provide 2d poses for the immediate children and let TabletopKit determine their height and pitch/roll.

```
static func planarStacked(layout: [EquipmentPose2D], animationDuration: Double?) -> Self
```

Use the stacked layout to provide 2d poses for the immediate children and let TabletopKit determine their height.

```
static func volumetric(layout: [EquipmentPose3D], animationDuration: Double?) -> Self
```

Use the volumetric layout to provide 3d poses for the immediate children directly.

## Relationships

# Conforming Types

DefaultEquipmentLayout

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## See Also

### Equipment layout

`struct DefaultEquipmentLayout`

An object that provides a standard configuration for equipment layout.

`struct EquipmentPose2D`

An object that represents the position and rotation of equipment on the XZ plane.

`struct EquipmentPose3D`

An object that represents the 3D position and orientation of equipment on the table.