Class

HandTrackingProvider

A source of live data about the position of a person's hands and hand joints.

visionOS 1.0+

```
final class HandTrackingProvider
```

Topics

Creating a hand-tracking provider

`init()`

 Creates a hand-tracking provider.

`static var isSupported: Bool`

 A Boolean value that indicates whether the current runtime environment supports hand-tracking providers.

`static var requiredAuthorizations: [ARKitSession.AuthorizationType]`

 The types of authorizations necessary for tracking hands.

Observing hand anchor data

`var anchorUpdates: AnchorUpdateSequence<HandAnchor>`

 A sequence of updates for all hands that a provider tracks.

`var latestAnchors: (leftHand: HandAnchor?, rightHand: HandAnchor?)`

 The most recent hand anchors for each hand.

Inspecting a hand-tracking provider

`var state: DataProviderState`

The current status of data coming from a provider.

`var description: String`

A textual representation of this hand tracking provider.

`func handAnchors(at: TimeInterval) -> (leftHand: HandAnchor?, rightHand: HandAnchor?)`

Queries for hand anchors at the provided target timestamp.

Relationships

Conforms To

```
CustomStringConvertible
DataProvider
Sendable
SendableMetatype
```

See Also

Hand tracking

`{}` Happy Beam

Leverage a Full Space to create a fun game using ARKit.

`struct HandAnchor`

A hand's position in a person's surroundings.

`struct HandSkeleton`

A collection of joints in a hand.