

[TabletopKit](#) / SetTurnAction

Structure

SetTurnAction

An action that sets the current seats participating in the current turn.

visionOS 2.0+

```
struct SetTurnAction
```

Overview

To create a set turn action, use the [`setTurn\(forSeat:context:\)`](#) or a similar static method.

Topics

Getting the seats involved in a turn

```
var seatIDsInTurn: [TableSeatIdentifier]
```

The IDs of the seats that are part of the current turn.

Getting the action properties

```
var context: UInt64
```

An integer value that your game uses.

```
var playerID: Player.ID?
```

The ID of the player who is setting the turn.

Relationships

Conforms To

Equatable
Sendable
SendableMetatype
TabletopAction

See Also

Actions

`protocol TabletopAction`

A protocol for objects that describe an action in a tabletop game.

`struct MoveEquipmentAction`

An action that moves a piece of equipment on the table or changes the grouping.

`struct UpdateEquipmentAction`

An action that updates properties of equipment on the table.

`struct UpdateCounterAction`

An action that updates the game counter.

`struct CreateBookmarkAction`

An action that takes a snapshot of the game.

`protocol CustomAction`

A protocol that represents an action whose behavior is implemented outside of TabletopKit. A custom action that can be applied to a TableState.