Structure

# MoveEquipmentAction

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

visionOS 2.0+

```
struct MoveEquipmentAction
```

# Overview

To create a move equipment action, use the moveEquipment(_:childOf:order:pose:context:) or the moveEquipment(matching:childOf:order:pose:context:) static method.

# Topics

## Getting the equipment in the action

`var` **equipmentID:** `EquipmentIdentifier`

   The ID of the equipment being moved.

`var` **parentID:** `EquipmentIdentifier`

   The equipment ID the moved equipment is being grouped under

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

   The ID of the player who is moving the equipment.

`var` **order:** `MoveEquipmentAction.Order?`

The order in which the equipment should be inserted.

`enum Order`

The possible orders of equipment.

## Getting the position of the equipment

`var pose: TableVisualState.Pose2D?`

The position the equipment being moved to

## Getting game-specific information

`var context: UInt64`

An integer value that your game uses.

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# Relationships

## Conforms To

```
Equatable
Sendable
SendableMetatype
TabletopAction
```

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# See Also

## Actions

`protocol TabletopAction`

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

`struct UpdateEquipmentAction`

An action that updates properties of equipment on the table.

`struct SetTurnAction`

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

## 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`.