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## Structure

# UpdateEquipmentAction

An action that updates properties of equipment on the table.

visionOS 2.0+

```
struct UpdateEquipmentAction<State> where State : EquipmentState
```

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## Overview

To create an update equipment action, use the `updateEquipment\(\_:state:context:\)` or a similar static method.

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## Topics

### Getting the equipment in the action

```
var equipmentID: EquipmentIdentifier
```

The ID of the equipment to update.

### Getting the state of the equipment

```
var newState: State?
```

The new state of the equipment.

### Getting the context and player identifier

```
var context: UInt64
```

An integer value that your game uses.

```
var playerId: Player.ID?
```

The player performing the action.

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## Relationships

### Conforms To

Equatable, TabletopAction

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## 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 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.