

[TabletopKit](#) / [EquipmentStateCollection](#)

Structure

EquipmentStateCollection

A collection of equipment states that can be inspected and modified.

visionOS 26.0+

```
struct EquipmentStateCollection
```

Topics

Accessing the subscript

```
subscript(id _: EquipmentIdentifier) -> (any MutableEquipmentState)?
```

Returns and/or modifies the state for the equipment with given identifier.

```
subscript(ids _: some Sequence<EquipmentIdentifier>) -> [(any Mutable  
EquipmentState)?]
```

Returns and/or modifies the states for the equipment with given identifiers.

```
subscript<E>(of _: E.Type, id _: EquipmentIdentifier) -> E.State?
```

Returns and/or modifies the state for the equipment with given identifier and matching type.

```
subscript<E>(of _: E.Type, ids _: some Sequence<EquipmentIdentifier>) -  
> [E.State?]
```

Returns and/or modifies the state for the equipment with given identifier and matching type.

See Also

Equipment

`{}` Implementing playing card overlap and physical characteristics

Add interactive card game behavior for a pile of playing cards with physically realistic stacking and overlapping.

`protocol Equipment`

A protocol for equipment that players directly interact with in a game.

`struct EquipmentCollection`

A collection of equipment whose state can be inspected and modified.

`protocol EntityEquipment`

A protocol for equipment in a game that you render using RealityKit.

`struct EquipmentIdentifier`

A unique identifier for equipment.

`protocol EquipmentState`

A protocol for the equipment data that TabletopKit syncs between players.

`struct BaseEquipmentState`

A state for equipment that contains no equipment-specific data.

`protocol CustomEquipmentState`

A specialized protocol for the equipment state that allows to accommodate custom data that TabletopKit syncs between players.

`protocol MutableEquipmentState`

A protocol for equipment data that TabletopKit syncs between players, and that can be mutated.

`struct CardState`

A state for cards that contains face up and down information.

`struct DieState`

A state for dice that contains the current value.

`struct RawValueState`

A state for equipment that contains a game-specific value.

enum ControllingSeats

The seats that can manipulate or interact with the equipment.