

[TabletopKit](#) / CreateBookmarkAction

## Structure

# CreateBookmarkAction

An action that takes a snapshot of the game.

visionOS 2.0+

```
struct CreateBookmarkAction
```

## Overview

To create a bookmark action, use the [`createBookmark\(\_:context:\)`](#) or the [`createBookmark\(id:context:\)`](#) static method.

## Topics

### Getting the bookmark

```
var bookmark: StateBookmark
```

### Getting game-specific information

```
var context: UInt64
```

An integer value that your game uses.

## 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 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 SetTurnAction`

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

`struct UpdateCounterAction`

An action that updates the game counter.

`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.