

[TabletopKit](#) / EquipmentState

Protocol

EquipmentState

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

visionOS 2.0+

```
protocol EquipmentState : Equatable
```

Topics

Getting the parent equipment

```
var parentID: EquipmentIdentifier
```

The identifier for the parent equipment that holds or contains this equipment.

Required Default implementation provided.

Rendering the equipment

```
var boundingBox: Rect3D
```

A 3D bounding box that encloses the equipment.

Required Default implementation provided.

```
var pose: TableVisualState.Pose2D
```

The 2D position and rotation of the equipment relative to the parent equipment, or table.

Required Default implementation provided.

Controlling the equipment

```
var seatControl: ControllingSeats
```

The seats that can manipulate or interact with this equipment.

Required Default implementation provided.

~~var lockedBy: PlayerIdentifier?~~

The identifier for the player who exclusively controls the equipment.

Required Default implementation provided.

Deprecated

Relationships

Inherits From

Equatable

Inherited By

CustomEquipmentState, MutableEquipmentState

Conforming Types

BaseEquipmentState

CardState

DieState

RawValueState

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.

`struct EquipmentStateCollection`

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

`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.