Structure

UpdateCounterAction

An action that updates the game counter.

visionOS 2.0+

```
struct UpdateCounterAction
```

Overview

To create an update counter action, use the updateCounter(_:context:) or the updateCounter(matching:value:context:) static method.

Topics

Getting counter information

`var counterID: ScoreCounter.Identifier`

The ID of the counter to update.

`var newValue: Int64`

The new value to set for the counter.

Getting game-specific information

`var context: UInt64`

An integer value that your game uses.

Getting the player identifier

`var playerID: Player.ID?`

The ID of the player who is updating the counter.

Relationships

Conforms To

```
Equatable
Sendable
SendableMetatype
TabletopAction
```

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 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`.