

[TabletopKit](#) / EquipmentIdentifier

Structure

EquipmentIdentifier

A unique identifier for equipment.

visionOS 2.0+

```
struct EquipmentIdentifier
```

Overview

The equipment identifier needs to be unique across all instances of the same tabletop game.

Topics

Creating equipment identifiers

`init(Int)`

Getting identifier values

`let rawValue: Int`

Relationships

Conforms To

BitwiseCopyable
Copyable
CustomStringConvertible
Equatable
Hashable
Sendable
SendableMetatype

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.

`protocol EquipmentState`

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

`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.