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[TabletopKit](#) / TableSeatState

## Structure

# TableSeatState

The data associated with a seat that a player occupies.

visionOS 2.0+

```
struct TableSeatState
```

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## Topics

### Creating a seat state structure

```
init(pose: TableVisualState.Pose2D, context: UInt64)
```

Creates the state of a seat using the specified pose and optional, game-specific data.

### Setting the data that syncs

```
var playerId: Player.ID?
```

The identifier for the player who occupies the seat.

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

The position and orientation of the seat around the table.

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## Relationships

### Conforms To

## See Also

### Seats

`struct TableState`

The state of the table that can be queried and modified.

`protocol TableSeat`

A protocol for seats at the table that players occupy.

`protocol EntityTableSeat`

A protocol for seats at the table that you render using RealityKit.

`struct TableSeatIdentifier`

A unique identifier for seats.

`protocol SeatState`

A protocol for seat data that TabletopKit syncs between players.