Spatial computing goes even further with visionOS updates that bring enhanced support for volumetric apps, powerful new enterprise APIs, the new TabletopKit framework, and more.

**visionOS Highlights**

**TabletopKit**
Create collaborative experiences centered around a table. This new framework handles the manipulation of cards and pieces, establishing placement and layout, and defining game boards.

**Volumetric APIs**
- Create apps that take full advantage of depth and space — and can run side by side with other apps in the Shared Space.
- Resize volumes by using the SwiftUI scene modifier `windowResizability`.

**visionOS for enterprise**
New enterprise APIs provide access to spatial barcode scanning, the Apple Neural Engine, object tracking parameters, and more.

**Inputs**
Decide if you want the user’s hands to appear in front of or behind your digital content.

**Updates to scene understanding**
- Detect planes in all orientations.
- Allow anchoring objects on surfaces in your surroundings.
- Use Room Anchors to consider the user’s surroundings on a per-room basis.
- Attach content to individual objects around the user with the new Object Tracking API for visionOS.

**Getting started?**
Explore the visionOS Pathway on developer.apple.com >