

gpu_extras submodule (gpu_extras.batch)

`gpu_extras.batch.batch_for_shader(shader, type, content, *, indices=None)`

Return a batch already configured and compatible with the shader.

PARAMETERS:

- **shader** (`gpu.types.GPUShader`) – shader for which a compatible format will be computed.
- **type** (*str*) – “POINTS”, “LINES”, “TRIS” or “LINES_ADJ”.
- **content** (*dict[str, Buffer | Sequence[float] | Sequence[int] | Sequence[Sequence[float]] | Sequence[Sequence[int]]]*) – Maps the name of the shader attribute with the data to fill the vertex buffer. For the dictionary values see documentation for `gpu.types.GPUVertBuf.attr_fill` data argument.

RETURNS:

compatible batch

RETURN TYPE:

`gpu.types.GPUBatch`