

[Metal](#) / [MTL4RenderCommandEncoder](#) / drawPrimitives(primitiveType:vertexStart:vertexCount:)

Instance Method

drawPrimitives(primitiveType:vertexStart:vertexCount:)

Encodes a draw command that renders an instance of a geometric primitive.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
func drawPrimitives(
    primitiveType: MTLPrimitiveType,
    vertexStart: Int,
    vertexCount: Int
)
```

Required

Parameters

primitiveType

A [MTLPrimitiveType](#) representing how the command interprets vertex argument data.

vertexStart

The lowest value the command passes to your vertex shader function's parameter with the `[[vertex_id]]` attribute.

vertexCount

An integer that represents the number of vertices of `primitiveType` the command draws.

Discussion

This command assigns each vertex a unique `vertex_id` value that increases from `vertexStart` through `(vertexStart + vertexCount - 1)`.

Your vertex shader function can use this value to uniquely identify each vertex.