

[ARKit / GeometryElement](#)

Structure

GeometryElement

A container for vertex indices of lines or triangles.

visionOS 1.0+

```
struct GeometryElement
```

Topics

Rendering geometry elements

`var buffer: any MTLBuffer`

A Metal buffer that contains index data that defines the geometry of an object.

`var primitive: GeometryElement.Primitive`

Get the type of the geometry element.

`enum Primitive`

The kind of primitive, lines or triangles, that a geometry element contains.

`var count: Int`

The number of primitives in the Metal buffer for a geometry element.

`var bytesPerIndex: Int`

The number of bytes that represent an index value.

`var description: String`

A textual representation of this geometry element.

Relationships

Conforms To

Copyable
CustomStringConvertible
Equatable
Sendable
SendableMetatype

See Also

Geometry

`struct GeometrySource`

A container for geometrical vector data.