Metal / Metal sample code library / Migrating OpenGL code to Metal
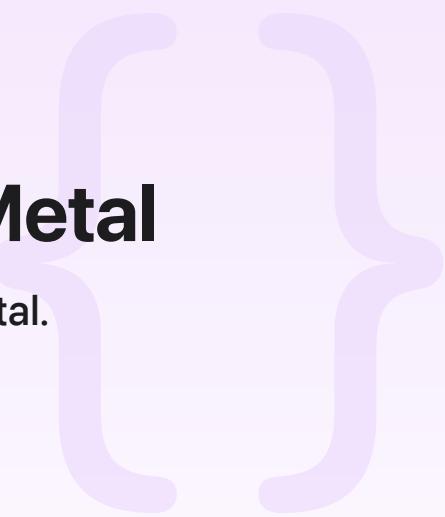
Sample Code

Migrating OpenGL code to Metal

Replace your app's deprecated OpenGL code with Metal.

Download

iOS 13.0+ | iPadOS 13.0+ | macOS 10.15+ | Xcode 11.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC 2019 session 611: Bringing OpenGL Apps to Metal.

Configure the sample code project

To run the app:

- Build the project with Xcode 11 or later.

- Target an iOS device or simulator with iOS 11 or later.

See Also

OpenGL

{} Mixing Metal and OpenGL rendering in a view

Draw with Metal and OpenGL in the same view using an interoperable texture.