Type Property

# gpu

An option that indicates a long-running task requires the GPU.

iOS 26.0+  |  iPadOS 26.0+

```
static var gpu: BGContinuedProcessingTaskRequest.Resources { get }
```

## Mentioned in

📄 Performing long-running tasks on iOS and iPadOS

## Discussion

The system requires your app to have the `Background GPU Access` entitlement with a value of `true` to use the GPU in the background. To do that, enable the Background GPU Access capability on your app's target. For more information about capabilities in Xcode, see Adding capabilities to your app.

Not all devices support background GPU use. For more information, see Performing long-running tasks on iOS and iPadOS.