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Instance Method

update()

Generates new texel data matching the current sky parameters.

iOS 9.0+ | iPadOS 9.0+ | Mac Catalyst 13.1+ | macOS 10.11+ | tvOS 9.0+ | visionOS 1.0+

```
func update()
```

Discussion

After you first create a sky cube texture, Model I/O does not generate texture data until you use one of the [MDLTexture](#) methods listed in [Accessing Texture Data](#). If you then change the sky simulation or rendering parameters, call this method to generate new texture data.