Instance Property

currentMTL4RenderPassDescriptor

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

```
@MainActor
var currentMTL4RenderPassDescriptor: MTL4RenderPassDescriptor? { get }
```

Discussion

A render pass descriptor generated from the currentDrawable's texture and the view's depth, stencil, and sample buffers and clear values.

This is a convience property. The view does not use this descriptor and there is no requirement for an app to use this descriptor.