Class

MTLComputePassSampleBufferAttachmentDescriptor

A configuration that instructs the GPU where to store counter data from the beginning and end of a compute pass.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class MTLComputePassSampleBufferAttachmentDescriptor
```

Mentioned in

Sampling GPU data into counter sample buffers

Overview

For more context about configuring sample buffer attachments for compute passes, see Sampling GPU data into counter sample buffers. That article is one of a series in GPU counters and counter sample buffers about sampling Metal hardware counters for performance measurement.

Topics

Configuring the sample buffer attachment

```
var sampleBuffer: (any MTLCounterSampleBuffer)?
```

A specialized memory buffer that the GPU uses to store its counter data during a compute pass.

`var startOfEncoderSampleIndex: Int`

An index within a counter sample buffer that tells the GPU where to store counter data from the start of a compute pass.

`var endOfEncoderSampleIndex: Int`

An index within a counter sample buffer that tells the GPU where to store counter data from the end of a compute pass.

Relationships

Inherits From

`NSObject`

Conforms To

`CVarArg`
`CustomDebugStringConvertible`
`CustomStringConvertible`
`Equatable`
`Hashable`
`NSCopying`
`NSObjectProtocol`

See Also

Configuring a compute pass

`class MTLComputePassDescriptor`

A description of how to dispatch execution of pass commands and GPU performance sampling.

`enum MTLDispatchType`

The type of dispatch method to use when calling encoded functions.

`struct MTLDispatchThreadgroupsIndirectArguments`

The data layout required for arguments needed to specify the size of threadgroups.

`class MTLComputePassSampleBufferAttachmentDescriptorArray`

A container that stores an array of sample buffer attachments for a compute pass.