

[MetalKit](#) / [MTKView](#) / `currentDrawable`

Instance Property

currentDrawable

The drawable to use for the current frame.

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

```
@MainActor
var currentDrawable: (any CAMetalDrawable)? { get }
```

Discussion

If all drawable objects are in use, the value of this property is `nil`. Your app should check that `currentDrawable` isn't `nil` before attempting to draw. The view changes the value of this property only after returning from a drawing function, either `draw(_:_:)` from a subclassed instance of the view, or `draw(in:_:)` from the view's delegate.

Use a `MTLRenderCommandEncoder` object to render into the drawable's texture and present it for display (typically registered using the `present(_:_:)` method of a command buffer). Try to minimize the time between when you fetch the drawable and when you submit the command buffer that uses it. For more information, see [CAMetalLayer](#).

See Also

Retrieving Render Target Information

```
var currentRenderPassDescriptor: MTLRenderPassDescriptor?
```

A render pass descriptor to draw into the current drawable.

`var depthStencilTexture: (any MTLTexture)?`

A packed depth and stencil texture associated with the current drawable object's texture.

`var depthStencilStorageMode: MTLStorageMode`

The storage mode that the packed depth and stencil texture use.

`var multisampleColorTexture: (any MTLTexture)?`

The multisample color sample texture to render into.