

[Metal](#) / MTLComputePassDescriptor

Class

MTLComputePassDescriptor

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

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

```
class MTLComputePassDescriptor
```

Mentioned in

 Sampling GPU data into counter sample buffers

Topics

Configuring the dispatch mechanism

```
var dispatchType: MTLDispatchType
```

The strategy for dispatching any compute commands encoded in the compute pass.

Specifying sample buffers for GPU counters

```
var sampleBufferAttachments: MTLComputePassSampleBufferAttachment  
DescriptorArray
```

The sample buffers that the compute pass can access.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCopying

NSObjectProtocol

See Also

Configuring a compute pass

`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` `MTLComputePassSampleBufferAttachmentDescriptor`

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

`class` `MTLComputePassSampleBufferAttachmentDescriptorArray`

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