

[Metal](#) / [MTL4CommandQueue](#) / `commit:count:`

## Instance Method

# commit:count:

Enqueues an array of command buffers for execution.

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

```
– (void) commit:(id<MTL4CommandBuffer> const[]) commandBuffers
    count:(NSUInteger) count;
```

## Parameters


### `commandBuffers`

An array of [MTL4CommandBuffer](#).

### `count`

The number of [MTL4CommandBuffer](#) instances in the `commandBuffers` array.

## Mentioned in

 [Understanding the Metal 4 core API](#)

## Discussion

The order in which you sort the command buffers in the array is meaningful, especially when it contains suspending/resuming render passes. A suspending/resuming render pass is a render pass you create by calling [makeRenderCommandEncoder\(descriptor:options:\)](#), and provide `MTL4RenderEncoderOptionSuspending` or `MTL4RenderEncoderOptionResuming` for the `options` parameter.

If your command buffers contain suspend/resume render passes, ensure that the first command buffer only suspends, and the last one only resumes. Additionally, make sure that all intermediate command buffers are both suspending and resuming.