

[Metal](#) / [MTLDevice](#) / `supportsFamily(_:)`

Instance Method

supportsFamily(_:)

Returns a Boolean value that indicates whether the GPU device supports the feature set of a specific GPU family.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.1+ | macOS 10.15+ | tvOS 13.0+ | visionOS 1.0+

```
func supportsFamily(_ gpuFamily: MTLGPUFamily) -> Bool
```

Required

Parameters

gpuFamily

An [MTLGPUFamily](#) instance.

Mentioned in

- 📄 [Improving your game's graphics performance and settings](#)
- 📄 [Choosing a resource storage mode for Intel and AMD GPUs](#)
- 📄 [Setting resource storage modes](#)

See Also

Checking a GPU device's feature support

~~enum MTLGPUFamily~~

Represents the functionality for families of GPUs.

~~func supportsFeatureSet(MTLFeatureSet) -> Bool~~

Returns a Boolean value that indicates whether the GPU device supports a specific feature set.

Required

Deprecated

~~enum MTLFeatureSet~~

The device feature sets that define specific platform, hardware, and software configurations.

Deprecated