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Instance Method

setResource(_:bufferIndex:)

Binds a resource to a buffer binding slot.

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

```
func setResource(  
    _ resourceId: MTLResourceID,  
    bufferIndex bindingIndex: Int  
)
```

Required

Parameters

resourceID

The [MTLResourceID](#) of the Metal resource to bind.

bindingIndex

A valid binding index in the buffer binding range. It is an error for this value to match or exceed the value of property [maxBufferBindCount](#) on the descriptor from which you created this argument table.

Mentioned in

📄 Understanding the Metal 4 core API