

[Compositor Services](#) / DefaultCompositorLayerConfiguration

Structure

# DefaultCompositorLayerConfiguration

A type that configures the layer with the default texture configurations and rendering behaviors for the current device.

▀ CompositorServices | ▀ SwiftUI | macOS 26.0+ | visionOS 1.0+

```
@MainActor @preconcurrency
struct DefaultCompositorLayerConfiguration
```

## Overview

Use this type when your Metal rendering engine uses the default rendering options.

## Relationships

### Conforms To

CompositorLayerConfiguration, Sendable, SendableMetatype

## See Also

[App integration](#)

📄 Drawing fully immersive content using Metal

Create a fully immersive experience in visionOS using a custom Metal-based rendering engine.

{ } Interacting with virtual content blended with passthrough

Present a mixed immersion style space to draw content in a person's surroundings, and choose how upper limbs appear with respect to rendered content.

{ } Rendering hover effects in Metal immersive apps

Change the appearance of a rendered onscreen element when a player gazes at it.

`struct CompositorLayer`

A type that you use with an immersive space to display fully immersive content using Metal.

`protocol CompositorLayerConfiguration`

An interface for specifying the texture configurations and rendering behaviors to use with your Metal rendering engine.