

[Model I/O](#) / [MDLTexture](#) / `texelDataWithTopLeftOrigin()`

Instance Method

texelDataWithTopLeftOrigin()

Returns the texture's image data, organized such that its first pixel represents the top-left corner of the image.

iOS 9.0+ | iPadOS 9.0+ | Mac Catalyst 13.1+ | macOS 10.11+ | tvOS 9.0+ | visionOS 1.0+

```
func texelDataWithTopLeftOrigin() -> Data?
```

Return Value

The texture's image data, or `nil` if data is not available.

Discussion

If the texture was initialized with image data in bottom-left-origin format, the first call to this method creates and caches image data in top-left-origin format.

This method returns `nil` if the texture was not initialized with image data and is not a [MDLTexture](#) subclass capable of loading or generating its own data.

See Also

Accessing Texture Data

```
func texelDataWithBottomLeftOrigin() -> Data?
```

Returns the texture's image data, organized such that its first pixel represents the bottom-left corner of the image.

```
func texelDataWithTopLeftOrigin(atMipLevel: Int, create: Bool) -> Data?
```

Returns the texture's image data for the specified mipmap level, organized such that its first pixel represents the top-left corner of the image.

```
func texelDataWithBottomLeftOrigin(atMipLevel: Int, create: Bool) -> Data?
```

Returns the texture's image data for the specified mipmap level, organized such that its first pixel represents the bottom-left corner of the image.