

[Metal](#) / Metal structures

API Collection

# Metal structures

## Topics

### Structures

`struct MTLTensorError`

`struct MTLBinaryArchiveError`

An error that occurred when creating a binary shader archive.

`struct MTLCommandBufferError`

The command buffer error codes that indicate why the GPU doesn't finish executing a command buffer.

`struct MTLComponentTransform`

`struct MTLCounterSampleBufferError`

The error codes that indicate why a GPU driver can't create a counter sample buffer.

`struct MTLDynamicLibraryError`

Errors when compiling dynamic libraries.

`struct MTLIOError`

The categories of errors for creating an input/output file handle.

`struct MTLPackedFloatQuaternion`

`struct MTLStitchedLibraryOptions`

`struct NSDeviceCertification`

`struct NSProcessPerformanceProfile`

A value describing the device's performance profile.

## See Also

## Reference

⋮ Metal enumerations

⋮ Metal constants

⋮ Metal data types

⋮ Metal variables