Metal / MTL4ArgumentTableDescriptor / maxTextureBindCount

Instance Property

maxTextureBindCount

Determines the number of texture-binding slots for the argument table.

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

```
var maxTextureBindCount: Int { get set }
```

Mentioned in

📄 Understanding the Metal 4 core API

Discussion

The maximum value of this parameter is 128.