

[ARKit](#) / GeometrySource

Structure

GeometrySource

A container for geometrical vector data.

visionOS 1.0+

```
struct GeometrySource
```

Overview

Mesh-anchor geometry ([MeshDescriptor](#)) uses geometry sources to hold 3D data like vertices and normals in an efficient, array-like format. A Metal buffer wraps the data and other properties specify how to interpret that data.

If [componentsPerVector](#) is greater than one, the element type of the geometry-source array is itself a sequence (pairs, triplets, and so on).

Topics

Inspecting geometry data

```
var buffer: any MTLBuffer
```

A Metal buffer that contains per-vector data for a geometry source.

```
var count: Int
```

The number of vectors in a geometry source.

```
var format: MTLVertexFormat
```

The vertex format for data in a geometry source's buffer.

```
var componentsPerVector: Int
```

The number of scalar components in each vector in a geometry source.

```
var offset: Int
```

The offset, in bytes, from the beginning of a geometry source's buffer.

```
var stride: Int
```

The number of bytes between one vector and another in a geometry source's buffer.

```
var description: String
```

A textual representation of this geometry source.

Relationships

Conforms To

Copyable

CustomStringConvertible

Equatable

Sendable

SendableMetatype

See Also

Geometry

```
struct GeometryElement
```

A container for vertex indices of lines or triangles.