

[Metal](#) / [MTL4RenderCommandEncoder](#) / `drawPrimitives(primitiveType:vertexStart:vertexCount:)`

Instance Method

drawPrimitives(primitiveType:vertexStart:vertexCount:)

Encodes a draw command that renders an instance of a geometric primitive.

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

```
func drawPrimitives(  
    primitiveType: MTLPrimitiveType,  
    vertexStart: Int,  
    vertexCount: Int  
)
```

Required

Parameters

primitiveType

A [MTLPrimitiveType](#) representing how the command interprets vertex argument data.

vertexStart

The lowest value the command passes to your vertex shader function's parameter with the `[[vertex_id]]` attribute.

vertexCount

An integer that represents the number of vertices of `primitiveType` the command draws.

Discussion

This command assigns each vertex a unique `vertex_id` value that increases from `vertexStart` through (`vertexStart + vertexCount - 1`).

Your vertex shader function can use this value to uniquely identify each vertex.