Structure

TextureTopology

A type that specifies the organization of one of the drawable's textures.

macOS 26.0+ | visionOS 1.0+

```swift
struct TextureTopology
```

Overview

Metal supports multiple organizations for the textures you use for drawing. Use this type to identify one of the organizations available to use in your app.

Topics

Getting the topology type

`var textureType: MTLTextureType`

The texture type value that specifies how the underlying texture organizes its views.

Getting the array length

`var arrayLength: UInt64`

The number of items in the texture array.

Creating a topology

```
init()
```
Creates a texture topology.

Relationships

Conforms To

```
BitwiseCopyable
```

See Also

Getting the layer's texture topology

```
var textureTopologies: [TextureTopology]
```
The texture topologies available for the layer.