Metal / MTLComputePassSampleBufferAttachmentDescriptorArray

Class

MTLComputePassSampleBuffer AttachmentDescriptorArray

A container that stores an array of sample buffer attachments for a compute pass.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class MTLComputePassSampleBufferAttachmentDescriptorArray
```

Overview

The number of elements in the array is at least the number of elements in an MTLDevice instance's counterSets property.

Topics

Accessing a sample buffer attachment

subscript(Int) -> MTLComputePassSampleBufferAttachmentDescriptor!

Returns the descriptor object for the specified sample buffer attachment.

Relationships

Inherits From

NSObject

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol

See Also

Configuring a compute pass

class `MTLComputePassDescriptor`

A description of how to dispatch execution of pass commands and GPU performance sampling.

enum `MTLDispatchType`

The type of dispatch method to use when calling encoded functions.

struct `MTLDispatchThreadgroupsIndirectArguments`

The data layout required for arguments needed to specify the size of threadgroups.

class `MTLComputePassSampleBufferAttachmentDescriptor`

A configuration that instructs the GPU where to store counter data from the beginning and end of a compute pass.