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## Structure

# LayerRenderer.Drawable.View

A type that provides information on how to render content into the frame's textures.

macOS 26.0+ | visionOS 1.0+

```
struct View
```

## Overview

Compositor Services provides a view for each distinct render viewpoint. For example, a head-mounted display typically contains two views: one for each eye. Use the information in the views to set up your render pass descriptor, or to determine which part of a texture to fill with content.

## Topics

### Getting the view's texture map

```
var textureMap: LayerRenderer.Drawable.View.TextureMap
```

The texture map for a view.

```
struct TextureMap
```

A type that provides details about the textures associated with a view.

### Getting the transformations

```
var transform: simd_float4x4
```

The transformation matrix that converts between the device's coordinate space to the position of the view in that space.

```
var tangents: simd_float4
```

The tangent values for the angles you use to determine the planes of the viewing frustum.

Deprecated

## Creating a view

```
init()
```

Creates a view type.

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## Relationships

### Conforms To

BitwiseCopyable

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## See Also

### Drawing environment

```
struct Drawable
```

A type that provides the textures and information you need to draw a frame of content.