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Sample Code

Creating a Metal dynamic library

Compile a library of shaders and write it to a file as a dynamically linked library.

Download

iOS 14.0+ | iPadOS 14.0+ | macOS 11.5+ | Xcode 12.0+

Overview

> Note
>
> This sample code project is associated with WWDC20 session 10615: Build GPU Binaries with Metal.

Configure the sample code project

This sample requires the following system and software configuration:

- macOS 10.16 or later

- iOS 14 or later

- Xcode 12 or later

See Also

Shaders

{} Using function specialization to build pipeline variants

Create pipelines for different levels of detail from a common shader source.