Instance Method

setViewport(_:)

Sets the viewport which that transforms vertices from normalized device coordinates to window coordinates.

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

```
func setViewport(_ viewport: MTLViewport)
```

Required

Parameters

viewport
    MTLViewport to set.

Discussion

Metal clips fragments that lie outside this viewport, and optionally clamps fragments outside of z-near/z-far range depending on the value you assign to setDepthClipMode(_:).