

[Metal](#) / MTLResourceID


## Structure

# MTLResourceID

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | tvOS 16.0+ | visionOS 1.0+

```
struct MTLResourceID
```

## Mentioned in

 [Understanding the Metal 4 core API](#)

## Topics

## Initializers

```
init()
```

## Relationships

## Conforms To

BitwiseCopyable, Sendable

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# See Also

## Common resource functionality

`typedef` `MTLGPUAddress`

A 64-bit unsigned integer type appropriate for storing GPU addresses.

`protocol` `MTLAllocation`

A memory allocation from a Metal GPU device, such as a memory heap, texture, or data buffer.

`protocol` `MTLResource`

An allocation of memory accessible to a GPU.

`struct` `MTLResourceOptions`

Optional arguments used to set the behavior of a resource.

`struct` `MTLResourceUsage`

Options that describe how a graphics or compute function uses an argument buffer's resource.