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Case


MTLPixelFormat.rgb32Uint

Ordinary format with four 32-bit unsigned integer components in RGBA order.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | macOS 10.11+ | tvOS | visionOS 1.0+

```
case rgb32Uint
```

Mentioned in

 Understanding the Metal 4 core API

See Also

Ordinary 128-bit pixel formats

```
case rgb32Sint
```

Ordinary format with four 32-bit signed integer components in RGBA order.

```
case rgb32Float
```

Ordinary format with four 32-bit floating-point components in RGBA order.