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Enumeration

MTLDispatchType

The type of dispatch method to use when calling encoded functions.

iOS 12.0+ | iPadOS 12.0+ | Mac Catalyst 13.1+ | macOS 10.14+ | tvOS 12.0+ | visionOS 1.0+

`enum MTLDispatchType`

Topics

Execution dispatch types

`case concurrent`

Sets a command encoder to dispatch encoded commands concurrently during your pass.

`case serial`

Sets a command encoder to dispatch encoded commands serially during your pass.

Initializers

`init?(rawValue: UInt)`

Relationships

Conforms To

BitwiseCopyable
Equatable
Hashable
RawRepresentable
Sendable
SendableMetatype

See Also

Configuring a compute pass

`class MTLComputePassDescriptor`

A description of how to dispatch execution of pass commands and GPU performance sampling.

`struct MTLDISPATCH_THREADGROUPS_INDIRECT_ARGUMENTS`

The data layout required for arguments needed to specify the size of threadgroups.

`class MTLComputePassSampleBufferAttachmentDescriptor`

A configuration that instructs the GPU where to store counter data from the beginning and end of a compute pass.

`class MTLComputePassSampleBufferAttachmentDescriptorArray`

A container that stores an array of sample buffer attachments for a compute pass.