Structure

MTLPipelineOption

Options that determine how Metal prepares the pipeline.

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

```
struct MTLPipelineOption
```

Mentioned in

📄 Creating binary archives from device-built pipeline state objects

Topics

Retrieving argument information

`static var` `bufferTypeInfo:` `MTLPipelineOption`

An option instance that provides detailed buffer type information for buffer arguments.

`static var` `failOnBinaryArchiveMiss:` `MTLPipelineOption`

An option that instructs the compiler to return an error when a GPU function isn't in a binary archive.

~~`static var` `argumentInfo:` `MTLPipelineOption`~~

An option instance that provides argument information for textures and threadgroup memory.

Deprecated

Creating compilation options

`init(rawValue: UInt)`

 Creates empty compilation options.

Type properties

`static var bindingInfo: MTLPipelineOption`

 An option that provides binding information for pipeline state resources.

Relationships

Conforms To

```
BitwiseCopyable
Equatable
ExpressibleByArrayLiteral
OptionSet
RawRepresentable
Sendable
SendableMetatype
SetAlgebra
```

See Also

Configuring a compute pipeline state

`class MTL4ComputePipelineDescriptor`

 Describes a compute pipeline state.

`class MTLComputePipelineDescriptor`

 An instance describing the desired GPU state for a kernel call in a compute pass.

`protocol MTLComputePipelineState`

An interface that represents a GPU pipeline configuration for running kernels in a compute pass.

class **MTLStageInputOutputDescriptor**

A description of the input and output data of a function.

class **MTLPipelineBufferDescriptor**

The mutability options for a buffer that a render or compute pipeline uses.

class **MTLPipelineBufferDescriptorArray**

An array of pipeline buffer descriptors.