Metal / MTLCommandBuffer / commit()

Instance Method

commit()

Submits the command buffer to run on the GPU.

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

```
func commit()
```

Required

Mentioned in

Simplifying GPU resource management with residency sets

Understanding the Metal 4 core API

Discussion

The `commit()` method sends the command buffer to the `MTLCommandQueue` instance that owns it, which then schedules it to run on the GPU. If your app calls `commit()` for a command buffer that isn't enqueued, the method effectively calls `enqueue()` for you.

The `commit()` method has several restrictions, including:

- You can commit a command buffer to its command queue only one time.
- You can only commit a command buffer when it doesn't have an active encoder (see `MTLCommandBuffer` and `MTLCommandEncoder`).
- You can't encode additional commands to a command buffer after you commit it.
- You can't call the `addScheduledHandler(_:)` or `addCompletedHandler(_:)` methods after you commit a command buffer.

The GPU starts the command buffer after it starts any command buffers that are ahead of it in the same command queue.

See Also

Submitting a command buffer

`func enqueue()`

Reserves the next available place for the command buffer in its command queue.

Required