Class

MTL4LibraryFunctionDescriptor

Describes a shader function from a Metal library.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
class MTL4LibraryFunctionDescriptor
```

Topics

Instance Properties

`var library: (any MTLLibrary)?`

Returns a reference to the library containing the function.

`var name: String?`

Assigns a name to the function.

Relationships

Inherits From

MTL4FunctionDescriptor

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSCopying
NSObjectProtocol
```

See Also

Pipeline compilation

enum `MTL4BlendState`

Enumeration for controlling the blend state of a pipeline state object.

class `MTL4FunctionDescriptor`

Base interface for describing a Metal 4 shader function.

enum `MTL4IndirectCommandBufferSupportState`

Enumeration for controlling support for <u>MTLIndirectCommandBuffer</u>.

class `MTL4LibraryDescriptor`

Serves as the base descriptor for creating a Metal library.

enum `MTL4LogicalToPhysicalColorAttachmentMappingState`

Enumerates possible behaviors of how a pipeline maps its logical outputs to its color attachments.

typealias `MTL4NewBinaryFunctionCompletionHandler`

Provides a signature for a callback block that Metal calls when the compiler finishes a build task for a binary function.

typealias `MTL4NewMachineLearningPipelineStateCompletionHandler`

Provides a signature for a callback block that Metal calls when the compiler finishes a build task for a machine learning pipeline state.

struct `MTL4ShaderReflection`

Option mask for requesting reflection information at pipeline build time.

class **MTL4SpecializedFunctionDescriptor**

Groups together properties to configure and create a specialized function by passing it to a factory method.

enum **MTL4AlphaToCoverageState**

Enumeration for controlling alpha-to-coverage state of a pipeline state object.

enum **MTL4AlphaToOneState**

Enumeration for controlling alpha-to-one state of a pipeline state object.

class **MTL4StaticLinkingDescriptor**

Groups together properties to drive a static linking process.

class **MTL4StitchedFunctionDescriptor**

Groups together properties that describe a shader function suitable for stitching.

class **MTLFunctionReflection**

Represents a reflection object containing information about a function in a Metal library.

typealias **MTLNewDynamicLibraryCompletionHandler**