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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

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## See Also

### Configuring a compute pass

`class` MTLComputePassDescriptor

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

`struct` MTLDispatchThreadgroupsIndirectArguments

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.