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Instance Property

pixelFormat


The format of pixels in the texture.

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

```
var pixelFormat: MTLPixelFormat { get }
```

Required

Mentioned in

 [Understanding the Metal 4 core API](#)

See Also

Querying texture attributes

```
var textureType: MTLTextureType
```

The dimension and arrangement of the texture image data.

Required

```
var width: Int
```

The width of the texture image for the base level mipmap, in pixels.

Required

```
var height: Int
```

The height of the texture image for the base level mipmap, in pixels.

Required

`var depth: Int`

The depth of the texture image for the base level mipmap, in pixels.

Required

`var mipmapLevelCount: Int`

The number of mipmap levels in the texture.

Required

`var arrayLength: Int`

The number of slices in the texture array.

Required

`var sampleCount: Int`

The number of samples in each pixel.

Required

`var isFramebufferOnly: Bool`

A Boolean value that indicates whether the texture can only be used as a render target.

Required

`var usage: MTLTextureUsage`

Options that determine how you can use the texture.

Required

`var allowGPUOptimizedContents: Bool`

A Boolean value indicating whether the GPU is allowed to adjust the contents of the texture to improve GPU performance.

Required

`var isShareable: Bool`

A Boolean indicating whether this texture can be shared with other processes.

Required

`var swizzle: MTLTextureSwizzleChannels`

The pattern that the GPU applies to pixels when you read or sample pixels from the texture.

Required

`enum MTLTextureType`

The dimension of each image, including whether multiple images are arranged into an array or a cube.

```
struct MTLTextureUsage
```

An enumeration for the various options that determine how you can use a texture.