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Case


MTLPixelFormat.rg11b10Float

32-bit format with floating-point color components, 11 bits each for red and green and 10 bits for blue.

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

```
case rg11b10Float
```

Mentioned in

 Understanding the Metal 4 core API

Discussion

The components have no sign bit. The 10-bit float has 5 bits of mantissa and 5 bits of exponent. The 11-bit floats have 6 bits of mantissa and 5 bits of exponent.

See Also

Packed 32-bit pixel formats

```
case bgr10a2Unorm
```

A 32-bit packed pixel format with four normalized unsigned integer components: 10-bit blue, 10-bit green, 10-bit red, and 2-bit alpha.

```
case rgb10a2Unorm
```

A 32-bit packed pixel format with four normalized unsigned integer components: 10-bit red, 10-bit green, 10-bit blue, and 2-bit alpha.

`case rgb10a2Uint`

A 32-bit packed pixel format with four unsigned integer components: 10-bit red, 10-bit green, 10-bit blue, and 2-bit alpha.

`case rgb9e5Float`

Packed 32-bit format with floating-point color components: 9 bits each for RGB and 5 bits for an exponent shared by RGB, packed into 32 bits.