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Class

MTLStageInputOutputDescriptor

A description of the input and output data of a function.

iOS 10.0+ | iPadOS 10.0+ | Mac Catalyst 13.1+ | macOS 10.12+ | tvOS 10.0+ | visionOS 1.0+

```
class MTLStageInputOutputDescriptor
```

Topics

Describing argument layouts

`var attributes: MTLAttributeDescriptorArray`

An array that describes where and how to fetch data for the function.

`var layouts: MTLBufferLayoutDescriptorArray`

An array that describes how the function fetches data.

Declaring index buffers for indirect compute commands

`var indexBufferIndex: Int`

The location of the index buffer for a compute function using indexed thread addressing.

`var indexType: MTLIndexType`

The data type of the indices stored in the index buffer.

Resetting the descriptor

```
func reset()
```

Resets the default state for the descriptor.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCopying

NSObjectProtocol

See Also

Configuring a compute pipeline state

```
class MTL4ComputePipelineDescriptor
```

Describes a compute pipeline state.

```
class MTLComputePipelineDescriptor
```

An instance describing the desired GPU state for a kernel call in a compute pass.

```
protocol MTLComputePipelineState
```

An interface that represents a GPU pipeline configuration for running kernels in a compute pass.

```
class MTLPipelineBufferDescriptor
```

The mutability options for a buffer that a render or compute pipeline uses.

```
class MTLPipelineBufferDescriptorArray
```

An array of pipeline buffer descriptors.

```
struct MTLPipelineOption
```

Options that determine how Metal prepares the pipeline.