

[Metal](#) / [MTL4ArgumentTable](#) / `setResource(_:bufferIndex:)`

## Instance Method

# setResource(\_:bufferIndex:)

Binds a resource to a buffer binding slot.

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

```
func setResource(
    _ resourceID: MTLResourceID,
    bufferIndex bindingIndex: Int
)
```

## Required

## Parameters


### resourceID

The [MTLResourceID](#) of the Metal resource to bind.

### bindingIndex

A valid binding index in the buffer binding range. It is an error for this value to match or exceed the value of property [maxBufferBindCount](#) on the descriptor from which you created this argument table.

## Mentioned in

 [Understanding the Metal 4 core API](#)