

[Metal](#) / Supporting Simulator in a Metal app

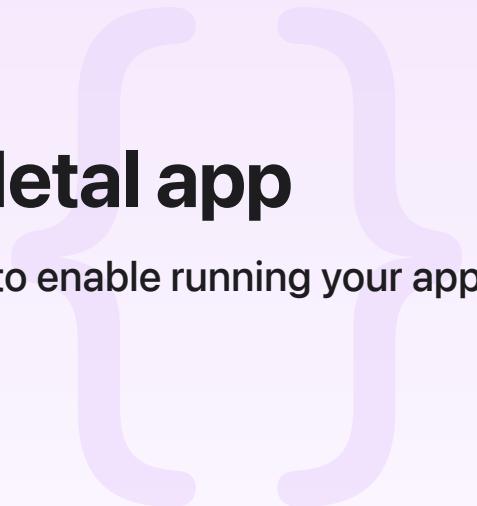
Sample Code

Supporting Simulator in a Metal app

Configure alternative render paths in your Metal app to enable running your app in Simulator.

[Download](#)

iOS 13.0+ | iPadOS 13.0+ | macOS 11.0+ | tvOS 13.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC 2019 session [418: Getting the Most Out of Simulator](#).

See Also

Developer tools

{ } Capturing Metal commands programmatically

Invoke a Metal frame capture from your app, then save the resulting GPU trace to a file or view it in Xcode.

📄 Logging shader debug messages

Print debugging messages that a shader generates using shader logging.

- 📄 Developing Metal apps that run in Simulator
Prototype and test your Metal apps in Simulator.
- 📄 Improving your game's graphics performance and settings
Fix performance glitches and develop default settings for smooth experiences on Apple platforms using the powerful suite of Metal development tools.
- 📄 Metal debugger
Debug and profile your Metal workload with a GPU trace.
- 📄 Metal developer workflows
Locate and fix issues related to your app's use of the Metal API and GPU functions.
- ☰ GPU counters and counter sample buffers
Retrieve runtime data from a GPU device by sampling one or more of its counters.
- ☰ Metal debugging types
Create capture managers and capture scopes, and review a GPU device's log after it runs a command buffer.