

[Metal / MTLResourceID](#)

Structure

MTLResourceID

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | tvOS 16.0+ | visionOS 1.0+

```
struct MTLResourceID
```

Mentioned in

 [Understanding the Metal 4 core API](#)

Topics

Initializers

`init()`

Relationships

Conforms To

`BitwiseCopyable, Sendable`

See Also

Common resource functionality

`typealias MTLGPUAddress`

A 64-bit unsigned integer type appropriate for storing GPU addresses.

`protocol MTLAllocation`

A memory allocation from a Metal GPU device, such as a memory heap, texture, or data buffer.

`protocol MTLResource`

An allocation of memory accessible to a GPU.

`struct MTLResourceOptions`

Optional arguments used to set the behavior of a resource.

`struct MTLResourceUsage`

Options that describe how a graphics or compute function uses an argument buffer's resource.