Instance Method

makeRenderCommand Encoder(descriptor:options:)

Creates a render command encoder from a render pass descriptor with additional options.

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

```swift
func makeRenderCommandEncoder(
    descriptor: MTL4RenderPassDescriptor,
    options: MTL4RenderEncoderOptions = []
) -> (any MTL4RenderCommandEncoder)?
```

Required

Parameters

`descriptor`

Descriptor for the render pass.

`options`

MTL4RenderEncoderOptions instance that provide render pass options.

Return Value

The created MTL4RenderCommandEncoder instance, or `nil` if the function fails.

Discussion

This method creates a render command encoder to encode a render pass, whilst providing you the option to define some render pass characteristics via an instance of `MTL4RenderEncoder Options`.

Use these options to configure suspending/resuming render command encoders, which allow you to encode render passes from multiple threads simultaneously.