

[Core Animation](#) / CAMetalDrawable

## Protocol

# CAMetalDrawable

A Metal drawable associated with a Core Animation layer.

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

```
protocol CAMetalDrawable : MTLDrawable
```

## Overview

A [CAMetalLayer](#) instance owns any instance that implements this protocol. Don't implement this protocol yourself. See the [CAMetalLayer](#) reference for information on how to request drawable objects.

## Topics

### Getting the Drawable's Texture

```
var texture: any MTLTexture
```

A Metal texture object that contains the drawable's contents.

Required

### Getting the Owning Layer

```
var layer: CAMetalLayer
```

The layer that owns this drawable object.

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# Relationships

## Inherits From

MTLDrawable, NSObjectProtocol

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## See Also

## Metal and OpenGL

`class CAMetalLayer`

A Core Animation layer that Metal can render into, typically displayed onscreen.

~~`class CAEAGLLayer`~~

A layer that supports drawing OpenGL content in iOS and tvOS applications.

Deprecated

`class CAEDRMetadata`

Metadata describing how extended dynamic range (EDR) values should be tone mapped.

~~`class CAOpenGLLayer`~~

A layer that provides a layer suitable for rendering OpenGL content.

Deprecated

`class CARMenderer`

A layer that allows an application to render a layer tree into a Core OpenGL context.