

[Metal](#) / [MTLSharedEvent](#) / wait(untilSignaledValue:timeoutMS:)

Instance Method

wait(untilSignaledValue:timeoutMS:)

iOS 15.0+ | iPadOS 15.0+ | Mac Catalyst 15.0+ | macOS 12.0+ | tvOS 15.0+ | visionOS 1.0+

```
func wait(  
    untilSignaledValue value: UInt64,  
    timeoutMS milliseconds: UInt64  
) -> Bool
```

Required