

[ARKit](#) / GeometryElement

Structure

GeometryElement

A container for vertex indices of lines or triangles.

visionOS 1.0+

```
struct GeometryElement
```

Topics

Rendering geometry elements

```
var buffer: any MTLBuffer
```

A Metal buffer that contains index data that defines the geometry of an object.

```
var primitive: GeometryElement.Primitive
```

Get the type of the geometry element.

```
enum Primitive
```

The kind of primitive, lines or triangles, that a geometry element contains.

```
var count: Int
```

The number of primitives in the Metal buffer for a geometry element.

```
var bytesPerIndex: Int
```

The number of bytes that represent an index value.

```
var description: String
```

A textual representation of this geometry element.

Relationships

Conforms To

Copyable

CustomStringConvertible

Equatable

Sendable

SendableMetatype

See Also

Geometry

```
struct GeometrySource
```

A container for geometrical vector data.