

[ARKit / GeometrySource](#)

Structure

GeometrySource

A container for geometrical vector data.

visionOS 1.0+

```
struct GeometrySource
```

Overview

Mesh-anchor geometry ([MeshDescriptor](#)) uses geometry sources to hold 3D data like vertices and normals in an efficient, array-like format. A Metal buffer wraps the data and other properties specify how to interpret that data.

If [componentsPerVector](#) is greater than one, the element type of the geometry-source array is itself a sequence (pairs, triplets, and so on).

Topics

Inspecting geometry data

`var buffer: any MTLBuffer`

A Metal buffer that contains per-vector data for a geometry source.

`var count: Int`

The number of vectors in a geometry source.

`var format: MTLVertexFormat`

The vertex format for data in a geometry source's buffer.

`var componentsPerVector: Int`

The number of scalar components in each vector in a geometry source.

`var offset: Int`

The offset, in bytes, from the beginning of a geometry source's buffer.

`var stride: Int`

The number of bytes between one vector and another in a geometry source's buffer.

`var description: String`

A textual representation of this geometry source.

Relationships

Conforms To

Copyable

CustomStringConvertible

Equatable

Sendable

SendableMetatype

See Also

Geometry

`struct GeometryElement`

A container for vertex indices of lines or triangles.