Sample Code

Supporting Simulator in a Metal app

Configure alternative render paths in your Metal app to enable running your app in Simulator.

Download

iOS 13.0+ | iPadOS 13.0+ | macOS 11.0+ | tvOS 13.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC 2019 session 418: Getting the Most Out of Simulator.

See Also

Developer tools

- Capturing Metal commands programmatically

  Invoke a Metal frame capture from your app, then save the resulting GPU trace to a file or view it in Xcode.

- Logging shader debug messages

  Print debugging messages that a shader generates using shader logging.

- Developing Metal apps that run in Simulator

  Prototype and test your Metal apps in Simulator.

- Improving your game's graphics performance and settings

  Fix performance glitches and develop default settings for smooth experiences on Apple platforms using the powerful suite of Metal development tools.

- Metal debugger

  Debug and profile your Metal workload with a GPU trace.

- Metal developer workflows

  Locate and fix issues related to your app's use of the Metal API and GPU functions.

- GPU counters and counter sample buffers

  Retrieve runtime data from a GPU device by sampling one or more of its counters.

- Metal debugging types

  Create capture managers and capture scopes, and review a GPU device's log after it runs a command buffer.