Structure

MTLDispatchThreadgroupsIndirectArguments

The data layout required for arguments needed to specify the size of threadgroups.

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

```
struct MTLDispatchThreadgroupsIndirectArguments
```

Mentioned in

Specifying drawing and dispatch arguments indirectly

Topics

Specifying the size of the threadgroup

`init()`

Returns a new data layout for dispatching threadgroups over indirect buffer calls.

`init(threadgroupsPerGrid: (UInt32, UInt32, UInt32))`

Returns a new data layout for dispatching threadgroups over indirect buffer calls, with specified threadgroups per grid.

`var threadgroupsPerGrid: (UInt32, UInt32, UInt32)`

The number of threadgroups for the grid, in each dimension.

Relationships

Conforms To

`BitwiseCopyable`, `Sendable`

See Also

Related Documentation

`func dispatchThreadgroups(indirectBuffer: any MTLBuffer, indirectBufferOffset: Int, threadsPerThreadgroup: MTLSize)`

Encodes a dispatch call for a compute pass, using an indirect buffer that defines the size of a grid that aligns to threadgroup boundaries.

Required

Configuring a compute pass

`class MTLComputePassDescriptor`

A description of how to dispatch execution of pass commands and GPU performance sampling.

`enum MTLDispatchType`

The type of dispatch method to use when calling encoded functions.

`class MTLComputePassSampleBufferAttachmentDescriptor`

A configuration that instructs the GPU where to store counter data from the beginning and end of a compute pass.

`class MTLComputePassSampleBufferAttachmentDescriptorArray`

A container that stores an array of sample buffer attachments for a compute pass.