

[Metal](#) / MTL4ArgumentTable

Protocol


MTL4ArgumentTable

Provides a mechanism to manage and provide resource bindings for buffers, textures, sampler states and other Metal resources.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
protocol MTL4ArgumentTable : NSObjectProtocol
```

Mentioned in

 Understanding the Metal 4 core API

Topics

Instance Properties

`var device: any MTLDevice`

The device from which you created this argument table.

Required

`var label: String?`

Assigns an optional label with this argument table for debugging purposes.

Required

Instance Methods

```
func setAddress(MTLGPUAddress, attributeStride: Int, index: Int)
```

Binds a GPU address to a buffer binding slot, providing a dynamic vertex stride.

Required

```
func setAddress(MTLGPUAddress, index: Int)
```

Binds a GPU address to a buffer binding slot.

Required

```
func setResource(MTLResourceID, bufferIndex: Int)
```

Binds a resource to a buffer binding slot.

Required

```
func setSamplerState(MTLResourceID, index: Int)
```

Binds a sampler state to a sampler state binding slot.

Required

```
func setTexture(MTLResourceID, index: Int)
```

Binds a texture to a texture binding slot.

Required

Relationships

Inherits From

NSObjectProtocol

See Also

Submitting work to a GPU with Metal 4

protocol MTL4CommandQueue

An abstraction representing a command queue that you use commit and synchronize command buffers and to perform other GPU operations.

class MTL4CommandQueueDescriptor

Groups together parameters for the creation of a new command queue.

`struct MTL4CommandQueueError`

`enum Code`

Enumeration of kinds of errors that committing an array of command buffers instances can produce.

`let MTL4CommandQueueErrorDomain: String`

`protocol MTL4CommandBuffer`

Records a sequence of GPU commands.

`class MTL4CommandBufferOptions`

Options to configure a command buffer before encoding work into it.

`protocol MTL4CommandEncoder`

An encoder that writes GPU commands into a command buffer.

`struct MTL4RenderEncoderOptions`

Custom render pass options you specify at encoder creation time.

`class MTL4ArgumentTableDescriptor`

Groups parameters for the creation of a Metal argument table.

`protocol MTL4CommandAllocator`

Manages the memory backing the encoding of GPU commands into command buffers.

`class MTL4CommandAllocatorDescriptor`

Groups together parameters for creating a command allocator.

`class MTL4CommitOptions`

Represents options to configure a commit operation on a command queue.

`protocol MTL4CommitFeedback`

Describes an object containing debug information from Metal to your app after completing a workload.

`typealias MTL4CommitFeedbackHandler`

Defines the block signature for a callback Metal invokes to provide your app feedback after completing a workload.