Protocol

# MTLTextureViewPool

A pool of lightweight texture views.

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

```
protocol MTLTextureViewPool : MTLResourceViewPool
```

## Mentioned in

📄 Understanding the Metal 4 core API

## Overview

Use texture view pools to create lightweight texture view objects of <u>MTLTexture</u> and <u>MTLBuffer</u> instances.

## Topics

### Instance Methods

```
func setTextureView(buffer: any MTLBuffer, descriptor: MTLTexture
Descriptor, offset: Int, bytesPerRow: Int, index: Int) -> MTLResourceID
```
Creates a new lightweight texture view of a buffer.

**Required**

```
func setTextureView(texture: any MTLTexture, descriptor: MTLTextureView
Descriptor, index: Int) -> MTLResourceID
```

Creates a new lightweight texture view.

**Required**

```
func setTextureView(texture: any MTLTexture, index: Int) -> MTLResource
ID
```

Copies a default texture view to a slot in this texture view pool at an index provided.

**Required**

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# Relationships

## Inherits From

`MTLResourceViewPool`, `NSObjectProtocol`

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# See Also

## View pools

`protocol MTLResourceViewPool`

Contains views over resources of a specific type, and allows you to manage those views.

`class MTLResourceViewPoolDescriptor`

Provides parameters for creating a resource view pool.

`class MTLTextureViewDescriptor`