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Class

# MTLComputePassDescriptor

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

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+

```
class MTLComputePassDescriptor
```

## Mentioned in

 Sampling GPU data into counter sample buffers

## Topics

### Configuring the dispatch mechanism

```
var dispatchType: MTLD dispatchType
```

The strategy for dispatching any compute commands encoded in the compute pass.

### Specifying sample buffers for GPU counters

```
var sampleBufferAttachments: MTLComputePassSampleBufferAttachmentDescriptorArray
```

The sample buffers that the compute pass can access.

# Relationships

## Inherits From

NSObject

## Conforms To

CVarArg  
CustomDebugStringConvertible  
CustomStringConvertible  
Equatable  
Hashable  
NSCopying  
NSObjectProtocol

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## See Also

### Configuring a compute pass

enum `MTLDispatchType`

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

struct `MTLDispatchThreadgroupsIndirectArguments`

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

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.