Struct Fields	***float embed*:*** Memory pointer for the input token embeddings. ***size_t n_tokens:*** The number of tokens in the input data.

3) RKLLMMultiModelInput is the input struct that receives images and text. The specific definition is as follows:

Table 3-16 Explanation of RKLLMMultiModelInput Structure

Definition	RKLLMMultiModelInput
Introduction	Used to receive images and text data.
Struct Fields	***char prompt*:*** Memory pointer for the input text. ***float image_embed*:*** Memory pointer for the input image embeddings. ***size_t n_image_tokens:*** The number of tokens for the input image embeddings.

Here is an example of pure text input code:

```
#define PROMPT_TEXT_PREFIX "<|im_start|>system You are a helpful
assistant. <|im_end|> <|im_start|>user"
#define PROMPT_TEXT_POSTFIX "<|im_end|><|im_start|>assistant"

string input_str = "把这句话翻译成英文：RK3588 是新一代高端处理器，具有高算力、
低功耗、超强多媒体、丰富数据接口等特点";
input_str = PROMPT_TEXT_PREFIX + input_str + PROMPT_TEXT_POSTFIX;

RKLLMInput rkllm_input;
rkllm_input.input_data = (char*)input_str.c_str();
rkllm_input.input_type = RKLLM_INPUT_PROMPT;

RKLLMInferParam rkllm_infer_params;
memset(&rkllm_infer_params, 0, sizeof(RKLLMInferParam));
rkllm_infer_params.mode = RKLLM_INFER_GENERATE;
```

An example code for image and text multimodal input is as follows. Note that the prompt for multimodal input needs to include the <image> placeholder to indicate where the image encoding should be inserted: