	multimodal data, such as combined input of images and text;

Table 3-13 Explanation of RKLLMInputType Structure

Definition	RKLLMInputType
Introduction	Used to represent the type of input data.
Enumeration Values	***RKLLM_INPUT_PROMPT:*** Indicates that the input data is plain text. ***RKLLM_INPUT_TOKEN:*** Indicates that the input data is token IDs. ***RKLLM_INPUT_EMBED:*** Indicates that the input data is encoded vectors. ***RKLLM_INPUT_MULTIMODAL:*** Indicates that the input data consists of images and text.

When the input data is plain text, it can be directly input using input_data. When the input data consists of token IDs, encoded vectors, or images and text, the RKLLMInput must be used in conjunction with the RKLLMTokenInput, RKLLMEmbedInput, and RKLLMMultiModelInput structures. The specific introduction is as follows:

1) RKLLMTokenInput is the input struct that receives token IDs. The specific definition is as follows:

Table 3-14 Explanation of RKLLMTokenInput Structure

Definition	RKLLMTokenInput
Introduction	Used to receive token_id data.
Struct Fields	***int32_t input_ids*:*** Memory pointer for the input token IDs. ***size_t n_tokens:*** The number of tokens in the input data.

2) RKLLMEmbedInput is the input struct that receives encoded vectors. The specific definition is as follows:

Table 3-15 Explanation of RKLLMEmbedInput Structure

Definition	RKLLMEmbedInput
Introduction	Used to receive embedding data.