Initializer

init(width:height:pixelFormat:)

Returns a new pixel buffer with a width and height that you specify.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst | macOS 13.0+ | tvOS 16.0+ | visionOS | watchOS 9.0+

```
init(
    width: Int,
    height: Int,
    pixelFormat: Format.Type = Format.self
)
```

Available when `Format` conforms to `StaticPixelFormat`.

Parameters

width
　The width of the buffer.

height
　The height of the buffer.

pixelFormat
　The pixel format of the buffer.

Discussion

This initializer allocates but doesn't initialize the pixel buffer's memory. That is, the operation doesn't guarantee that all pixel values are zero.

See Also

Creating a pixel buffer

`init(size: vImage.Size, pixelFormat: Format.Type)`

Returns a new multiplane pixel buffer with a size that you specify.

`init(size: vImage.Size, pixelFormat: Format.Type)`

Returns a new pixel buffer with a size that you specify.

`struct Size`

A structure that contains width and height values.