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## Structure

# vImage.PlanarFx4

A pixel buffer that contains four homogeneous 32-bit, floating-point planes, for example, RGBA or CMYK.

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

```
struct PlanarFx4
```

## Relationships

### Conforms To

MultiplePlanePixelFormat, PixelFormat

## See Also

### Type Aliases

`typealias StructuringElement`

A 2D matrix that represents a morphology kernel.

`struct ConvolutionKernel`

Constants that describe 1D convolution kernels.

`struct ConvolutionKernel2D`

A 2D matrix that represents a convolution kernel.

`struct DynamicPixelFormat`

A buffer that contains pixels with a data type that's unknown at compile time.

`struct Interleaved16Fx2`

A two-channel, 16-bit-per-channel, floating-point interleaved buffer.

`struct Interleaved16Fx4`

A four-channel, 16-bit-per-channel, floating-point interleaved buffer.

`struct Interleaved16Ux2`

A two-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

`struct Interleaved16Ux4`

A four-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

`struct Interleaved8x2`

A two-channel, 8-bit-per-channel interleaved buffer.

`struct Interleaved8x3`

A three-channel, 8-bit-per-channel interleaved buffer.

`struct Interleaved8x4`

A four-channel, 8-bit-per-channel interleaved buffer.

`struct InterleavedFx2`

A two-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct InterleavedFx3`

A three-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct InterleavedFx4`

A four-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct MultidimensionalLookupTable`

A multidimensional lookup table.