

[Accelerate](#) / [vImage_CGImageFormat](#) / `bitmapInfo`

Instance Property

bitmapInfo

The component information that describes the color channels.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

```
var bitmapInfo: CGBitmapInfo
```

Mentioned in

 Building a Basic Image-Processing Workflow

Discussion

For example, ARGB8888 is [`CGImageAlphaInfo.first`](#) | [`byteOrderDefault`](#), and BGRA8888 is [`CGImageAlphaInfo.first`](#) | [`byteOrder32Little`](#).

See Also

Instance properties

```
var bitsPerComponent: UInt32
```

The number of bits that represents one channel of data in one pixel.

```
var bitsPerPixel: UInt32
```

The number of bits that represents one pixel.

```
var colorSpace: Unmanaged<CGColorSpace>!
```

A description of the position of the pixel data in the image, relative to a reference XYZ color space.

```
var version: UInt32
```

The version number.

```
var decode: UnsafePointer<CGFloat>!
```

The decode array for the image.

```
var renderingIntent: CGColorRenderingIntent
```

A rendering intent constant that specifies how Core Graphics handles colors that aren't within the destination color space gamut.

```
var componentCount: Int
```

The number of color and alpha channels.