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## Instance Method

# applyMorphology(operation:destination:)

Applies a morphology operation to the buffer.

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

```
func applyMorphology(  
    operation: vImage.MorphologyOperation<Format.ComponentType>,  
    destination: vImage.PixelBuffer<Format>  
)
```

Available when `Format` conforms to `MultiplePlanePixelFormat`, `Format.ComponentType` is `Float`, and `Format.PlanarPixelFormat.ComponentType` is `Float`.

## Parameters

### operation

The operation that the function applies.

### destination

The destination pixel buffer.

## Discussion

### Precondition

Source and destination buffer must be the same size.

### Precondition

The kernel size width and height must be positive, odd integers in the range

### Precondition

dilate and erode user defined kernels must contain width \* height elements.

### Precondition

Source and destination buffers must point to different underlying memory.