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Structure

vImage.Interleaved8x4

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

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

```
struct Interleaved8x4
```

Mentioned in

 Converting bitmap data between Core Graphics images and vImage buffers

Relationships

Conforms To

InitializableFromCGImage

PixelFormat

SinglePlanePixelFormat

StaticPixelFormat

See Also

Type Aliases

`typedef struct` 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` 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.

struct Options

Set flags on vlimage operations to specify processing options.