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## Initializer

# `init(size:bitsPerPixel:)`

Creates a new buffer with the specified size and bits per pixel.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst | macOS 11.0+ | tvOS 14.0+ | visionOS | watchOS 7.0+

```
init(  
    size: CGSize,  
    bitsPerPixel: UInt32  
) throws
```

## Parameters

### `size`

The size of the buffer, in pixels.

### `bitsPerPixel`

The number of bits in a single pixel.

## Discussion

This function allocates a buffer's memory, but doesn't initialize the memory.

## See Also

Creating an empty `vImage` buffer

`init(width: Int, height: Int, bitsPerPixel: UInt32) throws`

Creates a new buffer with the specified width, height, and bits per pixel.

`init()`

Creates an empty vImage buffer.