

□ Documentation

[Accelerate](#) / [...](#) / [vImage Operations](#) / Filling buffers

API Collection

Filling buffers

Fill a buffer with a specified color.

Topics

Filling buffers

```
func vImageBufferFill_CbCr8(UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> vImage_Error
```

Fills an 8-bit-per-channel, 2-channel interleaved buffer with a specified color.

```
func vImageBufferFill_CbCr16U(UnsafePointer<vImage_Buffer>, UnsafePointer<UInt16>, vImage_Flags) -> vImage_Error
```

Fills an unsigned 16-bit-per-channel, 2-channel interleaved buffer with a specified color.

```
func vImageBufferFill_CbCr16S(UnsafePointer<vImage_Buffer>, UnsafePointer<Int16>, vImage_Flags) -> vImage_Error
```

```
func vImageBufferFill_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> vImage_Error
```

Fills an 8-bit-per-channel, 4-channel interleaved buffer with a specified color.

```
func vImageBufferFill_ARGB16U(UnsafePointer<vImage_Buffer>, UnsafePointer<UInt16>, vImage_Flags) -> vImage_Error
```

Fills an unsigned 16-bit-per-channel, 4-channel interleaved buffer with a specified color.

```
func vImageBufferFill_ARGB16S(UnsafePointer<vImage_Buffer>, UnsafePointer<Int16>, vImage_Flags) -> vImage_Error
```

Fills a signed 16-bit-per-channel, 4-channel interleaved buffer with a specified color.

```
func vImageBufferFill_ARGB16F(UnsafePointer<vImage_Buffer>, Unsafe  
Pointer<UInt16>, vImage_Flags) -> vImage_Error
```

Fills a floating-point 16-bit-per-channel, 4-channel interleaved buffer with a specified color.

```
func vImageBufferFill_ARGBFFFF(UnsafePointer<vImage_Buffer>, Unsafe  
Pointer<Float>, vImage_Flags) -> vImage_Error
```

Fills a floating-point 32-bit-per-channel, 4-channel interleaved buffer with a specified color.