

[Accelerate](#) / InitializableFromCGImage

Protocol

InitializableFromCGImage

A pixel format that supports initialization from a Core Graphics image.

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

`protocol` InitializableFromCGImage : `SinglePlanePixelFormat`

Topics

Type Properties

```
static var bitCountPerComponent: Int
```

The number of bits in a channel.

Required

Relationships

Inherits From

PixelFormat, SinglePlanePixelFormat

Conforming Types

vImage.Interleaved16Fx4

vImage.Interleaved16Ux2

vImage.Interleaved16Ux4

`vImage.Interleaved8x3`
`vImage.Interleaved8x4`
`vImage.InterleavedFx3`
`vImage.InterleavedFx4`
`vImage.Planar16F`
`vImage.Planar8`
`vImage.PlanarF`

See Also

Protocols

`protocol MultiplePlanePixelFormat`

A pixel format that contains multiple homogeneous planes represented by multiple underlying `vImage` buffers.

`protocol PixelFormat`

A pixel buffer pixel format.

`protocol SinglePlanePixelFormat`

A pixel format that contains a single underlying `vImage` buffer.

`protocol StaticPixelFormat`

A pixel format that's known at compile time.