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Structure

vImage.Planar8x3

A pixel buffer that contains three homogeneous 8-bit planes, for example, RGB.

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

```
struct Planar8x3
```

Relationships

Conforms To

MultiplePlanePixelFormat, PixelFormat

See Also

Type Aliases

```
typealias 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 Interleaved8x4
```

A four-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.