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Instance Method

applyMorphology(operation:destination:)

Applies a morphology operation to the buffer.

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

```
func applyMorphology(
    operation: UIImage.MorphologyOperation<Format.ComponentType>,
    destination: UIImage.PixelBuffer<Format>
)
```

Available when `Format` conforms to `MultiplePlanePixelFormat`, `Format.ComponentType` is `Float`, and `Format.PlanarPixelFormat.ComponentType` is `Float`.

Parameters

`operation`

The operation that the function applies.

`destination`

The destination pixel buffer.

Discussion

Precondition

Source and destination buffer must be the same size.

Precondition

The kernel size width and height must be positive, odd integers in the range

Precondition

dilate and erode user defined kernels must contain width * height elements.

Precondition

Source and destination buffers must point to different underlying memory.