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Protocol

QuadrilateralProviding

A protocol for objects that have a bounding quadrilateral.

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+

```
protocol QuadrilateralProviding : BoundingBoxProviding
```

Topics

Getting the normalized points

`var bottomLeft: NormalizedPoint`

The coordinates of the lower-left corner of the quadrilateral.

Required

`var bottomRight: NormalizedPoint`

The coordinates of the lower-right corner of quadrilateral.

Required

`var topLeft: NormalizedPoint`

The coordinates of the upper-left corner of the quadrilateral.

Required

`var topRight: NormalizedPoint`

The coordinates of the upper-right corner of the quadrilateral.

Required

Relationships

Inherits From

BoundingBoxProviding

Conforming Types

BarcodeObservation
DetectedDocumentObservation
RecognizedTextObservation
RectangleObservation
TextObservation

See Also

Image locations and regions

struct NormalizedPoint

A point in a 2D coordinate system.

struct NormalizedRect

The location and dimensions of a rectangle.

typealias NormalizedRegion

A polygon composed of normalized points.

struct NormalizedCircle

The center point and radius of a 2D circle.

protocol BoundingBoxProviding

A protocol for objects that have a bounding box.

protocol BoundingRegionProviding

A protocol for objects that have a defined boundary in an image.

enum CoordinateOrigin

The origin of a coordinate system relative to an image.