API Collection

Morphology

Dilate and erode images.

Topics

Dilating an object

```
func vImageDilate_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<UInt8
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Dilates an 8-bit planar buffer.

```
func vImageDilate_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<Float
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Dilates a 32-bit planar buffer.

```
func vImageDilate_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<
vImage_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<UInt8
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Dilates an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImageDilate_ARGBFFFF(UnsafePointer<vImage_Buffer>, UnsafePointer<
vImage_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<Float
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Dilates a 32-bit-per-channel, 4-channel interleaved buffer.

Eroding an object

```
func vImageErode_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<UInt8
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Erodes an 8-bit planar buffer.

```
func vImageErode_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<Float
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Erodes a 32-bit planar buffer.

```
func vImageErode_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<UInt8
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Erodes an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImageErode_ARGBFFFF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, vImagePixelCount, vImagePixelCount, UnsafePointer<Float
>, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage_Error
```

Erodes a 32-bit-per-channel, 4-channel interleaved buffer.

Maximizing an object

```
func vImageMax_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Maximizes an 8-bit planar buffer.

```
func vImageMax_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Maximizes a 32-bit planar buffer.

```
func vImageMax_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Maximizes an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImageMax_ARGBFFFF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Maximizes a 32-bit-per-channel, 4-channel interleaved buffer.

Minimizing an object

```
func vImageMin_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Minimizes an 8-bit planar buffer.

```
func vImageMin_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Minimizes a 32-bit planar buffer.

```
func vImageMin_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Minimizes an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImageMin_ARGBFFFF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixel
Count, vImagePixelCount, vImagePixelCount, vImage_Flags) -> vImage
_Error
```

Minimizes an 8-bit-per-channel, 4-channel interleaved buffer.

See Also

Convolution and Morphology

{} Blurring an image

Filter an image by convolving it with custom and high-speed kernels.

{} Adding a bokeh effect to images

Simulate a bokeh effect by applying dilation.

Convolution

Apply a convolution kernel to an image.