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Instance Method

tentConvolve(kernelSize:edgeMode:destination:)

Convolves an 8-bit-per-channel, 4-channel interleaved pixel buffer with a tent filter.

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

```
func tentConvolve(  
    kernelSize: vImage.Size,  
    edgeMode: vImage.EdgeMode<Pixel_8888>,  
    destination: vImage.PixelBuffer<Format>  
)
```

Available when Format is vImage.Interleaved8x4.

Parameters

kernelSize

The convolution kernel size. The operation interprets even dimensions as the next odd number.

edgeMode

The convolution edge mode.

destination

The destination pixel buffer.

See Also

Related Documentation

{ } Blurring an image

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

Tent convolution

```
func tentConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8>, destination: vImage.PixelBuffer<Format>)
```

Convolves an 8-bit planar pixel buffer with a tent filter.

```
func tentConvolved(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8888>) -> vImage.PixelBuffer<Format>
```

Returns a tent-filter convolved 8-bit-per-channel, 4-channel interleaved pixel buffer.

```
func tentConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8>, destination: vImage.PixelBuffer<Format>)
```

Convolves a multiple-plane 8-bit-per-channel pixel buffer with a tent filter.