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Instance Property

bitmapInfo

The component information that describes the color channels.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

```
var bitmapInfo: CGBitmapInfo
```

Mentioned in

 [Building a Basic Image-Processing Workflow](#)

Discussion

For example, ARGB8888 is `CGImageAlphaInfo.first | byteOrderDefault`, and BGRA8888 is `CGImageAlphaInfo.first | byteOrder32Little`.

See Also

Instance properties

```
var bitsPerComponent: UInt32
```

The number of bits that represents one channel of data in one pixel.

```
var bitsPerPixel: UInt32
```

The number of bits that represents one pixel.

`var colorSpace: Unmanaged<CGColorSpace>!`

A description of the position of the pixel data in the image, relative to a reference XYZ color space.

`var version: UInt32`

The version number.

`var decode: UnsafePointer<CGFloat>!`

The decode array for the image.

`var renderingIntent: CGColorRenderingIntent`

A rendering intent constant that specifies how Core Graphics handles colors that aren't within the destination color space gamut.

`var componentCount: Int`

The number of color and alpha channels.