Function

vImageMultiDimensionalInterpolated LookupTable_Planar16Q12(_:_:_:_:_:_:)

Uses a multidimensional lookup table to transform a 16Q12 planar image.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.9+ | tvOS 7.0+ | visionOS 1.0+ | watchOS 1.0+

```swift
func vImageMultiDimensionalInterpolatedLookupTable_Planar16Q12(
    _ srcs: UnsafePointer<vImage_Buffer>,
    _ dests: UnsafePointer<vImage_Buffer>,
    _ tempBuffer: UnsafeMutableRawPointer!,
    _ table: vImage_MultidimensionalTable,
    _ method: vImage_InterpolationMethod,
    _ flags: vImage_Flags
) -> vImage_Error
```

Parameters

srcs

An array of vImage buffers that reference the source image planes. The number of source buffers is the numSrcChannels parameter you pass to vImageMultidimensionalTable_Create(_:_:_:_:_:_:_:).

dests

An array of vImage buffers that reference the destination image planes. The number of destination buffers is the numDestChannels parameter you pass to vImage MultidimensionalTable_Create(_:_:_:_:_:_:_:).

tempBuffer

A pointer to a temporary buffer. If you pass `nil`, the function allocates the buffer and then deallocates it before returning. Alternatively, you can allocate the buffer yourself, in which case, you're responsible for deallocating it when you no longer need it.

table
The multidimensional lookup table.

method
The interpolation method, either `kvImageFullInterpolation` or `kvImageHalfInterpolation`.

flags
The options to use when performing the operation. If your code implements its own tiling or its own multithreading, pass `kvImageDoNotTile`; otherwise, pass `kvImageNoFlags`.

Pass `kvImageGetTempBufferSize` to specify that the function returns the minimum temporary buffer size for the operation with the specified parameters.

Return Value

`kvImageNoError`; otherwise, one of the error codes in Data Types and Constants.

Mentioned in

📄 Applying color transforms to images with a multidimensional lookup table

Discussion

This function transforms a 16Q12 format image to a destination image using a multidimensional lookup table.

See Conversion for functions that convert to and from the 16Q12 format.

See Also

Transforming with a multidimensional lookup table

📄 Applying color transforms to images with a multidimensional lookup table
Precompute translation values to optimize color space conversion and other pointwise operations.

{} **Cropping to the subject in a chroma-keyed image**
Convert a chroma-key color to alpha values and trim transparent pixels using Accelerate.

{} **Applying transformations to selected colors in an image**
Desaturate a range of colors in an image with a multidimensional lookup table.

`func vImageMultidimensionalTable_Create(UnsafePointer<UInt16>, UInt32, UInt32, UnsafePointer<UInt8>, vImageMDTableUsageHint, vImage_Flags, UnsafeMutablePointer<vImage_Error>!) -> vImage_MultidimensionalTable!`
Creates a multidimensional lookup table.

`func vImageMultiDimensionalInterpolatedLookupTable_PlanarF(Unsafe Pointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRaw Pointer!, vImage_MultidimensionalTable, vImage_InterpolationMethod, v Image_Flags) -> vImage_Error`
Uses a multidimensional lookup table to transform a 32-bit planar image.

`func vImageMultidimensionalTable_Retain(vImage_MultidimensionalTable!) -> vImage_Error`
Retains a multidimensional table.

`func vImageMultidimensionalTable_Release(vImage_MultidimensionalTable!) -> vImage_Error`
Releases a multidimensional table.

`typealias vImage_MultidimensionalTable`
An opaque pointer that represents a multidimensional lookup table.

`struct vImageMDTableUsageHint`
Constants that indicate the use for a multidimensional lookup table.

`struct vImage_InterpolationMethod`
Constants that represent different interpolation methods.