Type Alias

vImage.StructuringElement

A 2D matrix that represents a morphology kernel.

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

```
typealias StructuringElement = vImage.ConvolutionKernel2D
```

See Also

Type Aliases

struct `ConvolutionKernel`

Constants that describe 1D convolution kernels.

struct `ConvolutionKernel2D`

A 2D matrix that represents a convolution kernel.

struct `DynamicPixelFormat`

A buffer that contains pixels with a data type that's unknown at compile time.

struct `Interleaved16Fx2`

A two-channel, 16-bit-per-channel, floating-point interleaved buffer.

struct `Interleaved16Fx4`

A four-channel, 16-bit-per-channel, floating-point interleaved buffer.

struct `Interleaved16Ux2`

A two-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

struct **Interleaved16Ux4**

A four-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

struct **Interleaved8x2**

A two-channel, 8-bit-per-channel interleaved buffer.

struct **Interleaved8x3**

A three-channel, 8-bit-per-channel interleaved buffer.

struct **Interleaved8x4**

A four-channel, 8-bit-per-channel interleaved buffer.

struct **InterleavedFx2**

A two-channel, 32-bit-per-channel, floating-point interleaved buffer.

struct **InterleavedFx3**

A three-channel, 32-bit-per-channel, floating-point interleaved buffer.

struct **InterleavedFx4**

A four-channel, 32-bit-per-channel, floating-point interleaved buffer.

struct **MultidimensionalLookupTable**

A multidimensional lookup table.

struct **Options**

Set flags on vImage operations to specify processing options.