

[Accelerate](#) / `vImage_MultidimensionalTable`

Type Alias

`vImage_MultidimensionalTable`

An opaque pointer that represents a multidimensional lookup table.

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

```
typealias vImage_MultidimensionalTable = OpaquePointer
```

Mentioned in

📄 Applying color transforms to images with a multidimensional lookup table

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 vImageMultiDimensionalInterpolatedLookupTable_Planar16Q12(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 16Q12 planar image.

```
func vImageMultidimensionalTable_Retain(vImage_MultidimensionalTable!)  
-> vImage_Error
```

Retains a multidimensional table.

```
func vImageMultidimensionalTable_Release(vImage_MultidimensionalTable!)  
-> vImage_Error
```

Releases a multidimensional table.

```
struct vImageMDTableUsageHint
```

Constants that indicate the use for a multidimensional lookup table.

```
struct vImage_InterpolationMethod
```

Constants that represent different interpolation methods.