

[Core Video](#) / `CVPixelBufferUnlockBaseAddress(_:_:)`

## Function

# CVPixelBufferUnlockBaseAddress(\_:\_:)

Unlocks the base address of the pixel buffer.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.4+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```
func CVPixelBufferUnlockBaseAddress(
    _ pixelBuffer: CVPixelBuffer,
    _ unlockFlags: CVPixelBufferLockFlags
) -> CVReturn
```

## Parameters

### pixelBuffer

The pixel buffer whose base address you want to unlock.

### unlockFlags

Either [readOnly](#) or 0; see [CVPixelBufferLockFlags](#) for discussion.

## Return Value

A Core Video result code. See [Core Video Constants](#) for possible values.

## Discussion

You must call the [CVPixelBufferLockBaseAddress\( : : \)](#) function before accessing pixel data with the CPU, and call the [CVPixelBufferUnlockBaseAddress\( : : \)](#) function afterward. If you include the [readOnly](#) value in the `lockFlags` parameter when locking the buffer, you must also include it when unlocking the buffer.

### Important

When accessing pixel data with the GPU, locking is not necessary and can impair performance.

## See Also

### Modifying Pixel Buffers

```
func CVPixelBufferFillExtendedPixels(CVPixelBuffer) -> CVReturn
```

Fills the extended pixels of the pixel buffer.

```
func CVPixelBufferLockBaseAddress(CVPixelBuffer, CVPixelBufferLockFlags  
) -> CVReturn
```

Locks the base address of the pixel buffer.