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Instance Method

tentConvolve(kernelSize:edgeMode:destination:)

Convolves an 8-bit-per-channel, 4-channel interleaved pixel buffer with a tent filter.

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

```
func tentConvolve(  
    kernelSize: vImage.Size,  
    edgeMode: vImage.EdgeMode<Pixel_8888>,  
    destination: vImage.PixelBuffer<Format>  
)
```

Available when `Format` is `vImage.Interleaved8x4`.

Parameters

kernelSize

The convolution kernel size. The operation interprets even dimensions as the next odd number.

edgeMode

The convolution edge mode.

destination

The destination pixel buffer.

See Also

Related Documentation

`{}` [Blurring an image](#)

Filter an image by convolving it with custom and high-speed kernels.

Tent convolution

```
func tentConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8>, destination: vImage.PixelBuffer<Format>)
```

Convolves an 8-bit planar pixel buffer with a tent filter.

```
func tentConvolved(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8888>) -> vImage.PixelBuffer<Format>
```

Returns a tent-filter convolved 8-bit-per-channel, 4-channel interleaved pixel buffer.

```
func tentConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<Pixel_8>, destination: vImage.PixelBuffer<Format>)
```

Convolves a multiple-plane 8-bit-per-channel pixel buffer with a tent filter.