API Collection

Overwriting channels

Overwrite the channels of a buffer.

Topics

Overwriting with another buffer

```
func vImageSelectChannels_ARGB8888(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, vImage
_Flags) -> vImage_Error
```

Overwrites the channels of an 8-bit-per-channel, 4-channel interleaved buffer with the specified channels of the corresponding pixels of a second buffer.

```
func vImageSelectChannels_ARGBFFFF(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, vImage
_Flags) -> vImage_Error
```

Overwrites the channels of a floating-point 32-bit-per-channel, 4-channel interleaved buffer with the specified channels of the corresponding pixels of a second buffer.

```
func vImageOverwriteChannels_ARGB8888(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, v
Image_Flags) -> vImage_Error
```

Overwrites the channels of an 8-bit-per-channel, 4-channel interleaved buffer with the corresponding pixels of a planar buffer.

```
func vImageOverwriteChannels_ARGBFFFF(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, v
Image_Flags) -> vImage_Error
```

Overwrites the channels of a floating-point 32-bit-per-channel, 4-channel interleaved buffer with the corresponding pixels of a planar buffer.

Overwriting with pixel values

```
func vImageOverwriteChannelsWithPixel_ARGB8888(UnsafePointer<UInt8>!,
UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, v
Image_Flags) -> vImage_Error
```

Overwrites the channels of an 8-bit-per-channel, 4-channel interleaved buffer with the specified channels of a pixel value.

```
func vImageOverwriteChannelsWithPixel_ARGB16U(UnsafePointer<UInt16>!,
UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, v
Image_Flags) -> vImage_Error
```

Overwrites the channels of an unsigned 16-bit-per-channel, 4-channel interleaved buffer with the specified channels of a pixel value.

```
func vImageOverwriteChannelsWithPixel_ARGBFFFF(UnsafePointer<Float>!,
UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, v
Image_Flags) -> vImage_Error
```

Overwrites the channels of a floating-point 32-bit-per-channel, 4-channel interleaved buffer with the specified channels of a pixel value.

Overwriting with scalar values

```
func vImageOverwriteChannelsWithScalar_Planar8(Pixel_8, UnsafePointer<v
Image_Buffer>, vImage_Flags) -> vImage_Error
```

Overwrites an 8-bit planar buffer with the specified scalar value in place.

```
func vImageOverwriteChannelsWithScalar_Planar16U(Pixel_16U, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Overwrites an unsigned 16-bit planar buffer with the specified scalar value in place.

```
func vImageOverwriteChannelsWithScalar_Planar16S(Pixel_16S, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Overwrites a signed 16-bit planar buffer with the specified scalar value in place.

```
func vImageOverwriteChannelsWithScalar_Planar16F(Pixel_16F, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Overwrites a floating-point 16-bit planar buffer with the specified scalar value in place.

```
func vImageOverwriteChannelsWithScalar_PlanarF(Pixel_F, UnsafePointer<v
Image_Buffer>, vImage_Flags) -> vImage_Error
```

Overwrites a floating-point 32-bit planar buffer with the specified scalar value in place.

```
func vImageOverwriteChannelsWithScalar_ARGB8888(Pixel_8, UnsafePointer<
vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, vImage_Flags) -> v
Image_Error
```

Overwrites the selected channels of an 8-bit-per-channel, 4-channel interleaved buffer with the specified scalar value.

```
func vImageOverwriteChannelsWithScalar_ARGBFFFF(Pixel_F, UnsafePointer<
vImage_Buffer>, UnsafePointer<vImage_Buffer>, UInt8, vImage_Flags) -> v
Image_Error
```

Overwrites the selected channels of a 32-bit-per-channel, 4-channel interleaved buffer with the specified scalar value.