API Collection

Image scaling

Scale interlaced and planar images.

Topics

Planar Image Scaling

`func vImageScale_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Scales an 8-bit planar image to fit a destination buffer.

`func vImageScale_Planar16U(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Scales an unsigned 16-bit planar image to fit a destination buffer.

`func vImageScale_Planar16S(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Scales a signed 16-bit planar image to fit a destination buffer.

`func vImageScale_Planar16F(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Scales a floating-point 16-bit planar image to fit a destination buffer.

`func vImageScale_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Scales a 32-bit planar image to fit a destination buffer.

Interleaved Image Scaling

```
func vImageScale_CbCr8(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales an 8-bit-per-channel, 2-channel interleaved image to fit a destination buffer.

```
func vImageScale_CbCr16U(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales an unsigned 16-bit-per-channel, 2-channel interleaved image to fit a destination buffer.

```
func vImageScale_CbCr16F(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales a floating-point 16-bit-per-channel, 2-channel interleaved image to fit a destination buffer.

```
func vImageScale_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales an 8-bit-per-channel, 4-channel interleaved image to fit a destination buffer.

```
func vImageScale_ARGB16U(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales an unsigned 16-bit-per-channel, 4-channel interleaved image to fit a destination buffer.

```
func vImageScale_ARGB16S(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales a signed 16-bit-per-channel, 4-channel interleaved image to fit a destination buffer.

```
func vImageScale_ARGB16F(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales a floating-point 16-bit-per-channel, 4-channel interleaved image to fit a destination buffer.

```
func vImageScale_ARGBFFFF(UnsafePointer<vImage_Buffer>, UnsafePointer<v
Image_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Scales a 32-bit-per-channel, 4-channel interleaved image to fit a destination buffer.

```
func vImageScale_XRGB2101010W(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_Flags) -> v
Image_Error
```

Scales a 2-bit alpha, 10-bit RGB interleaved image to fit a destination buffer.

See Also

Applying geometric transforms to image buffers

- Resampling in vImage
  Learn how vImage resamples image data during geometric operations.
- Applying affine transformations to images
  Translate, rotate, and scale images.
- Applying projective transformations to images
  Warp images in three dimensions.
- Image reflection
  Reflect images horizontally and vertically.
- Image shearing
  Shear images horizontally and vertically.
- Image rotation
  Rotate images by arbitrary angles or by multiples of 90 degrees.
- Getting the Buffer Size
  Calculate the size of the temporary buffer needed by a high-level geometry functions.