

[Accelerate](#) / [vImageConverter](#) / makeCVToCGPixelBuffers(referencing:)

Instance Method

makeCVToCGPixelBuffers(referencing:)

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

```
func makeCVToCGPixelBuffers(referencing lockedCVPixelBuffer: CVPixelBuffer) throws -> [vImage.PixelBuffer<vImage.DynamicPixelFormat>]
```

See Also

Instance Methods

```
func convert(source: vImage_Buffer, destination: inout vImage_Buffer, flags: vImage.Options) throws
```

Converts the pixels in a vImage buffer to another format.

```
func mustOperateOutOfPlace(source: vImage_Buffer, destination: vImage_Buffer, flags: vImage.Options) throws -> Bool
```

Determines whether a converter is capable of operating in place.

```
func destinationBuffers(colorSpace: CGColorSpace) -> [vImage.BufferType?]
```

Returns a list of vImage destination buffer types, specifying the order of planes.

```
func sourceBuffers(colorSpace: CGColorSpace) -> [vImage.BufferType?]
```

Returns a list of vImage source buffer types, specifying the order of planes.

```
func convert<Src, Dest>(from: vImage.PixelBuffer<Src>, to: vImage.PixelBuffer<Dest>) throws
```

```
func convert<F1, F2>(from: [vImage.PixelBuffer<F1>], to: [vImage.PixelBuffer<F2>]) throws  
  
func makeCGToCVPixelBuffers(referencing: CVPixelBuffer) throws -> [vImage.PixelBuffer<vImage.DynamicPixelFormat>]
```