API Collection

Image reflection

Reflect images horizontally and vertically.

Topics

Applying horizontal reflection to 8-bit-per-channel buffers

`func vImageHorizontalReflect_Planar8(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error`

Reflects an 8-bit planar image horizontally across the center vertical line.

`func vImageHorizontalReflect_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error`

Reflects an 8-bit-per-channel, 4-channel interleaved image horizontally across the center vertical line.

Applying horizontal reflection to 16-bit-per-channel buffers

`func vImageHorizontalReflect_Planar16U(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error`

Reflects an unsigned 16-bit planar image horizontally across the center vertical line.

`func vImageHorizontalReflect_Planar16F(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error`

Reflects a floating-point 16-bit planar image horizontally across the center vertical line.

`func vImageHorizontalReflect_CbCr16F(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error`

Reflects a floating-point 16-bit-per-channel, 2-channel interleaved image horizontally across the center vertical line.

```
func vImageHorizontalReflect_ARGB16U(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects an unsigned 16-bit-per-channel, 4-channel interleaved image horizontally across the center vertical line.

```
func vImageHorizontalReflect_ARGB16S(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a signed 16-bit-per-channel, 4-channel interleaved image horizontally across the center vertical line.

```
func vImageHorizontalReflect_ARGB16F(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a floating-point 16-bit-per-channel, 4-channel interleaved image horizontally across the center vertical line.

Applying horizontal reflection to 32-bit-per-channel buffers

```
func vImageHorizontalReflect_PlanarF(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a 32-bit planar image horizontally across the center vertical line.

```
func vImageHorizontalReflect_ARGBFFFF(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a 32-bit-per-channel, 4-channel interleaved image horizontally across the center vertical line.

Applying vertical reflection to 8-bit-per-channel buffers

```
func vImageVerticalReflect_Planar8(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects an 8-bit planar image vertically across the center horizontal line.

```
func vImageVerticalReflect_ARGB8888(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects an 8-bit-per-channel, 4-channel interleaved image vertically across the center horizontal line.

Applying vertical reflection to 16-bit-per-channel buffers

```
func vImageVerticalReflect_Planar16U(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects an unsigned 16-bit planar image vertically across the center horizontal line.

```
func vImageVerticalReflect_Planar16F(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a floating-point 16-bit planar image vertically across the center horizontal line.

```
func vImageVerticalReflect_CbCr16F(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a floating-point 16-bit-per-channel, 2-channel interleaved image vertically across the center horizontal line.

```
func vImageVerticalReflect_ARGB16U(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects an unsigned 16-bit-per-channel, 4-channel interleaved image vertically across the center horizontal line.

```
func vImageVerticalReflect_ARGB16S(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a signed 16-bit-per-channel, 4-channel interleaved image vertically across the center horizontal line.

```
func vImageVerticalReflect_ARGB16F(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a floating-point 16-bit-per-channel, 4-channel interleaved image vertically across the center horizontal line.

Applying vertical reflection to 32-bit-per-channel buffers

```
func vImageVerticalReflect_PlanarF(UnsafePointer<vImage_Buffer>, Unsafe
Pointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a 32-bit planar image vertically across the center horizontal line.

```
func vImageVerticalReflect_ARGBFFFF(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, vImage_Flags) -> vImage_Error
```

Reflects a 32-bit-per-channel, 4-channel interleaved image vertically across the center horizontal line.

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 shearing
  Shear images horizontally and vertically.
- Image rotation
  Rotate images by arbitrary angles or by multiples of 90 degrees.
- Image scaling
  Scale interlaced and planar images.
- Getting the Buffer Size
  Calculate the size of the temporary buffer needed by a high-level geometry functions.