Instance Method

alphaComposite(_:topLayer:destination:)

Performs alpha compositing of two 4-channel interleaved ARGB 8-bit pixel buffers using the specified composite mode.

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

```
func alphaComposite(
    _ compositeMode: vImage.CompositeMode<Pixel_8>,
    topLayer: vImage.PixelBuffer<Format>,
    destination: vImage.PixelBuffer<Format>
)
```

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

Parameters

`compositeMode`
The composite mode.

`topLayer`
The composite top layer.

`destination`
The destination pixel buffer.

Discussion

This function treats `self` as the bottom layer and both pixel buffers must have alpha as their first channel.

See Also

Related Documentation

Compositing images with alpha blending

Combine two images by using alpha blending to create a single output.

Alpha compositing

`func alphaComposite(vImage.CompositeMode<Pixel_F>, topLayer: vImage.PixelBuffer<Format>, destination: vImage.PixelBuffer<Format>)`

Performs alpha compositing of two 4-channel interleaved ARGB 32-bit pixel buffers using the specified composite mode.

`enum CompositeMode`

Constants that specify whether the format of layers is premultiplied or nonpremultiplied.