Initializer

init(referencing:planeIndex:overrideSize:pixelFormat:)

Initializes a pixel buffer by refencing the data from a single plane of a multiplane Core Video pixel buffer.

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

```
init(
    referencing lockedCVPixelBuffer: CVPixelBuffer,
    planeIndex: Int,
    overrideSize: vImage.Size? = nil,
    pixelFormat: Format.Type = Format.self
)
```

Available when `Format` conforms to `SinglePlanePixelFormat`.

Parameters

`lockedCVPixelBuffer`
The locked Core Video pixel buffer. Use `CVPixelBufferLockBaseAddress(_:_:)` and `CVPixelBufferUnlockBaseAddress(_:_:)` to lock and unlock the pixel buffer.

`planeIndex`
The index of the plane that the function references.

`overrideSize`
An optional size that overrides the size returned by `CVPixelBufferGetHeightOfPlane(_:_:)` and `CVPixelBufferGetWidthOfPlane(_:_:)`. Use this parameter if you

intend to pass the buffer to the any-to-any converter that requires all buffers to be the same size.

`pixelFormat`
The pixel format of the initialized buffer.

See Also

Creating a pixel buffer from a Core Video buffer

`init(copying: CVPixelBuffer, cvImageFormat: vImageCVImageFormat, cgImageFormat: inout vImage_CGImageFormat, pixelFormat: Format.Type) throws`

Initializes a pixel buffer by copying the data from a Core Video pixel buffer.

`init(referencing: CVPixelBuffer, converter: vImageConverter, destinationPixelFormat: Format.Type)`

Returns a new pixel buffer that references the specified Core Video pixel buffer and populated converter.