

[Video Toolbox](#) / [VTPixelRotationSession](#)

API Collection

# VTPixelRotationSession

An object that rotates source pixel buffers to destination pixel buffers.

## Overview

To create a rotation session, call [VTPixelRotationSessionCreate\(allocator, UnsafeMutablePointer<VTPixelRotationSession>\)](#). Optionally configure the session by calling [VTSessionSetProperty\(key, value\)](#).

To transfer pixels call [VTPixelRotationSessionRotateImage\(source, destination, transform, options\)](#).

When you're done with the session, call [CFRelease](#) to tear it down and release your object reference.

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## Topics

### Managing a Session

```
func VTPixelRotationSessionCreate(CFAllocator?, UnsafeMutablePointer<VTPixelRotationSession?>) -> OSStatus
```

Creates a session to rotate images between pixel buffers.

```
func VTPixelRotationSessionInvalidate(VTPixelRotationSession)
```

Tears down a pixel rotation session.

### Configuring a Session

≡ Pixel Rotation Properties

Properties used to configure a VideoToolbox pixel rotation session.

## Rotating an Image

```
func VTPixelRotationSessionRotateImage(VTPixelRotationSession, CVPixelBuffer, CVPixelBuffer) -> OSStatus
```

Rotates a source pixel buffer and writes the output to the destination pixel buffer.

## Inspecting the Type Identifier

```
func VTPixelRotationSessionGetTypeID() -> CFTTypeID
```

Returns the Core Foundation type identifier for the rotation session.

## Data Types

```
class VTPixelRotationSession
```

A reference to a pixel rotation session.

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## See Also

### Transformation

≡ VTPixelTransferSession

An object converts video data from source pixel buffers to destination pixel buffers.