Type Property

outputFormat

Override this class property if you want your processor's output to be in a specific pixel format.

iOS 10.0+ | iPadOS 10.0+ | Mac Catalyst 13.1+ | macOS 10.12+ | tvOS 10.0+ | visionOS 1.0+

```
class var outputFormat: CIFormat { get }
```

Discussion

The format must be one of `kCIFormatBGRA8`, `kCIFormatRGBAh`, `kCIFormatRGBAf` or `kCIFormatR8`. On iOS 12 and macOS 10.14, the formats `kCIFormatRh` and `kCIFormatRf` are also supported.

If the outputFormat is `0`, then the output will be a supported format that best matches the rendering context's `workingFormat`.

If a processor returns data in a color space other than the context working color space, then call `matchedToWorkingSpace(from:)` on the processor output. If a processor returns data as alpha-unpremultiplied RGBA data, then call, `premultiplyingAlpha()` on the processor output.

See Also

Type Properties

class var outputIsOpaque: Bool

Override this class property if your processor's output stores 1.0 into the alpha channel of all pixels within the output extent.

`class var synchronizeInputs: Bool`

Override this class property to return false if you want your processor to be given input objects that have not been synchronized for CPU access.