

Swift / [UnsafeMutableRawPointer](#) / `copyMemory(from:byteCount:)`

Instance Method

copyMemory(from:byteCount:)

Copies the specified number of bytes from the given raw pointer's memory into this pointer's memory.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.0+ | macOS 10.10+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```
func copyMemory(  
    from source: UnsafeRawPointer,  
    byteCount: Int  
)
```

Parameters

source

A pointer to the memory to copy bytes from. The memory in the region `source..(source + byteCount)` must be initialized to a trivial type.

byteCount

The number of bytes to copy. `byteCount` must not be negative.

Discussion

If the `byteCount` bytes of memory referenced by this pointer are bound to a type `T`, then `T` must be a trivial type, this pointer and `source` must be properly aligned for accessing `T`, and `byteCount` must be a multiple of `MemoryLayout<T>.stride`.

The memory in the region `source..(source + byteCount)` may overlap with the memory referenced by this pointer.

After calling `copyMemory (from:byteCount:)`, the `byteCount` bytes of memory referenced by this pointer are initialized to raw bytes. If the memory is bound to type `T`, then it contains values of type `T`.