

## ☰ Documentation

[Accelerate](#) / [...](#) / [vImage Operations](#) / Permuting Channels

### API Collection

# Permuting Channels

Reorder the channels in an image.

## Topics

### Permuting channels

```
func vImagePermuteChannels_RGB888(UnsafePointer<vImage_Buffer>, Unsafe  
Pointer<vImage_Buffer>, UnsafePointer<UInt8>!, vImage_Flags) -> vImage  
_Error
```

Permutes the channels of an 8-bit-per-channel, 3-channel interleaved buffer.

```
func vImagePermuteChannels_ARGB8888(UnsafePointer<vImage_Buffer>,  
UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> v  
Image_Error
```

Permutes the channels of an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImagePermuteChannels_ARGB16U(UnsafePointer<vImage_Buffer>, Unsafe  
Pointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> vImage  
_Error
```

Permutes the channels of an unsigned 16-bit-per-channel, 4-channel interleaved buffer.

```
func vImagePermuteChannels_ARGB16F(UnsafePointer<vImage_Buffer>, Unsafe  
Pointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> vImage  
_Error
```

Permutes the channels of a floating-point 16-bit-per-channel, 4-channel interleaved buffer.

```
func vImagePermuteChannels_ARGBFFFF(UnsafePointer<vImage_Buffer>,
UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>, vImage_Flags) -> v
Image_Error
```

Permutes the channels of a floating-point 32-bit-per-channel, 4-channel interleaved buffer.

## Permuting channels with masked insert

```
func vImagePermuteChannelsWithMaskedInsert_ARGB8888(UnsafePointer<v
Image_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>,
UInt8, UnsafePointer<UInt8>, vImage_Flags) -> vImage_Error
```

Permutes and overwrites the channels of an 8-bit-per-channel, 4-channel interleaved buffer.

```
func vImagePermuteChannelsWithMaskedInsert_ARGB16U(UnsafePointer<vImage
_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>, UInt8,
UnsafePointer<UInt16>, vImage_Flags) -> vImage_Error
```

Permutes and overwrites the channels of an unsigned 16-bit-per-channel, 4-channel interleaved buffer.

```
func vImagePermuteChannelsWithMaskedInsert_ARGBFFFF(UnsafePointer<v
Image_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<UInt8>,
UInt8, UnsafePointer<Float>, vImage_Flags) -> vImage_Error
```

Permutes and overwrites the channels of a floating-point 32-bit-per-channel, 4-channel interleaved buffer.