Type Method

convertElements(of:to:)

Converts 16-bit signed integers to single-precision values.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
static func convertElements<U, V>(
    of source: U,
    to destination: inout V
) where U : AccelerateBuffer, V : AccelerateMutable
Buffer, U.Element == Int16, V.Element == Float
```

Parameters

source
The source vector.

destination
On output, the source values converted to single-precision values.

See Also

Type Methods

`static func absolute<U>(U) -> [Double]`

Returns the absolute value of each element in the supplied double-precision vector.

```
static func absolute<U>(U) -> [Float]
```

Returns the absolute value of each element in the supplied single-precision vector.

```
static func absolute<V>(DSPSplitComplex, result: inout V)
```

Calculates the absolute value of each element in the supplied single-precision complex vector.

```
static func absolute<V>(DSPDoubleSplitComplex, result: inout V)
```

Calculates the absolute value of each element in the supplied double-precision complex vector.

```
static func absolute<U, V>(U, result: inout V)
```

Calculates the absolute value of each element in the supplied double-precision vector.

```
static func absolute<U, V>(U, result: inout V)
```

Calculates the absolute value of each element in the supplied single-precision vector.

```
static func add<U>(Double, U) -> [Double]
```

Returns the double-precision element-wise sum of a vector and a scalar value.

```
static func add<T, U>(T, U) -> [Double]
```

Returns the double-precision element-wise sum of two vectors.

```
static func add<U>(Float, U) -> [Float]
```

Returns the single-precision element-wise sum of a vector and a scalar value.

```
static func add<T, U>(T, U) -> [Float]
```

Returns the single-precision element-wise sum of two vectors.

```
static func add<U, V>(Double, U, result: inout V)
```

Calculates the single-precision element-wise sum of a vector and a scalar value.

```
static func add<U, V>(Float, U, result: inout V)
```

Calculates the single-precision element-wise sum of a vector and a scalar value.

```
static func add<T, U, V>(T, U, result: inout V)
```

Calculates the double-precision element-wise sum of two vectors.

```
static func add<T, U, V>(T, U, result: inout V)
```

Calculates the single-precision element-wise sum of two vectors.

```
static func add(DSPSplitComplex, to: DSPSplitComplex, count: Int,
result: inout DSPSplitComplex)
```

Calculates the single-precision elementwise sum of the supplied complex vectors.