Instance Method

makeCGImage(cgImageFormat:)

Returns a Core Graphics image from the pixel buffer's contents.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst | macOS 13.0+ | tvOS 16.0+ | visionOS | watchOS 9.0+

```
func makeCGImage(cgImageFormat: vImage_CGImageFormat) -> CGImage?
```

Available when `Format` conforms to `StaticPixelFormat`.

Parameters

`cgImageFormat`
The Core Graphics format of the source buffer.

Return Value

A Core Graphics image that contains the source buffer's contents.

Mentioned in

- Converting bitmap data between Core Graphics images and vImage buffers
- Applying flood fills to an image
- Optimizing image-processing performance

See Also

Pixel buffer methods

```
func copy(to: vImage.PixelBuffer<Format>)
```

Copies the contents of the pixel buffer to another pixel buffer.

```
func copy(to: CVPixelBuffer, cvImageFormat: vImageCVImageFormat, cg
ImageFormat: vImage_CGImageFormat) throws
```

Copies the contents of a pixel buffer to a Core Video pixel buffer.

```
func withCVPixelBuffer(readOnly: Bool, body: (CVPixelBuffer) -> Void)
```

Calls the given closure with a locked 32-bit BGRA Core Video Pixel Buffer.