

[Accelerate](#) / [PixelFormat](#)

Protocol

PixelFormat

A pixel buffer pixel format.

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

```
protocol PixelFormat
```

Topics

Associated Types

```
associatedtype ComponentType : Equatable
```

The type of the pixel's component.

Required

Relationships

Inherited By

[InitializableFromCGImage](#)

[MultiplePlanePixelFormat](#)

[SinglePlanePixelFormat](#)

[StaticPixelFormat](#)

Conforming Types

```
vImage.DynamicPixelFormat  
vImage.Interleaved16Fx2  
vImage.Interleaved16Fx4  
vImage.Interleaved16Ux2  
vImage.Interleaved16Ux4  
vImage.Interleaved8x2  
vImage.Interleaved8x3  
vImage.Interleaved8x4  
vImage.InterleavedFx2  
vImage.InterleavedFx3  
vImage.InterleavedFx4  
vImage.Planar16F  
vImage.Planar16U  
vImage.Planar8  
vImage.Planar8x2  
vImage.Planar8x3  
vImage.Planar8x4  
vImage.PlanarF  
vImage.PlanarFx2  
vImage.PlanarFx3  
vImage.PlanarFx4
```

See Also

Protocols

```
protocol InitializableFromCGImage
```

A pixel format that supports initialization from a Core Graphics image.

```
protocol MultiplePlanePixelFormat
```

A pixel format that contains multiple homogeneous planes represented by multiple underlying vImage buffers.

```
protocol SinglePlanePixelFormat
```

A pixel format that contains a single underlying vImage buffer.

```
protocol StaticPixelFormat
```

A pixel format that's known at compile time.