Function

CVPixelBufferLockBaseAddress(_:_:)

Locks the base address of the pixel buffer.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.4+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```swift
func CVPixelBufferLockBaseAddress(
    _ pixelBuffer: CVPixelBuffer,
    _ lockFlags: CVPixelBufferLockFlags
) -> CVReturn
```

Parameters

pixelBuffer

The pixel buffer whose base address you want to lock.

lockFlags

Either readOnly or 0; see CVPixelBufferLockFlags for discussion.

Return Value

A Core Video result code. See Core Video Constants for possible values.

Discussion

You must call the CVPixelBufferLockBaseAddress(_:_:) function before accessing pixel data with the CPU, and call the CVPixelBufferUnlockBaseAddress(_:_:) function afterward. If you include the readOnly value in the lockFlags parameter when locking the buffer, you must also include it when unlocking the buffer.

> **Important**
>
> When accessing pixel data with the GPU, locking is not necessary and can impair performance.

See Also

Modifying Pixel Buffers

```
func CVPixelBufferFillExtendedPixels(CVPixelBuffer) -> CVReturn
```
    Fills the extended pixels of the pixel buffer.

```
func CVPixelBufferUnlockBaseAddress(CVPixelBuffer, CVPixelBufferLock
Flags) -> CVReturn
```
    Unlocks the base address of the pixel buffer.