Function

# vImageGetResamplingFilterSize(_:_:_:_:)

**Returns the minimum size, in bytes, for the buffer needed by the new resampling filter function.**

iOS 5.0+ | iPadOS 5.0+ | Mac Catalyst 13.1+ | macOS 10.3+ | tvOS 5.0+ | visionOS 1.0+ | watchOS 1.0+

```
func vImageGetResamplingFilterSize(
    _ scale: Float,
    _ kernelFunc: ((UnsafePointer<Float>?, UnsafeMutable
Pointer<Float>?, UInt, UnsafeMutableRawPointer?) -> Void)!,
    _ kernelWidth: Float,
    _ flags: vImage_Flags
) -> Int
```

## Parameters

**`scale`**
The scale factor that you plan to pass to the function `vImageNewResamplingFilterForFunctionUsingBuffer`.

**`kernelFunc`**
The function pointer that you plan to pass to the function `vImageNewResamplingFilterForFunctionUsingBuffer`.

**`kernelWidth`**
The kernel width that you plan to pass to the function `vImageNewResamplingFilterForFunctionUsingBuffer`.

**`flags`**

The flags that you plan to pass to the function `vImageNewResamplingFilterForFunctionUsingBuffer`.

# Return Value

The minimum size, in bytes, of the buffer.

# See Also

## Resampling filters

```
func vImageNewResamplingFilter(Float, vImage_Flags) -> ResamplingFilter!
```

Creates a resampling filter object that corresponds to the default kernel supplied by the vImage framework.

```
func vImageNewResamplingFilterForFunctionUsingBuffer(ResamplingFilter, Float, ((UnsafePointer<Float>?, UnsafeMutablePointer<Float>?, UInt, UnsafeMutableRawPointer?) -> Void)!, Float, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error
```

Creates a resampling filter object that encapsulates a resampling kernel function that you provide.

```
func vImageGetResamplingFilterExtent(ResamplingFilter, vImage_Flags) -> vImagePixelCount
```

Returns the maximum sampling radius for a resampling filter.

```
func vImageDestroyResamplingFilter(ResamplingFilter!)
```

Disposes of a resampling filter object.