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## Instance Method

# interleave(destination:)

Interleaves the 8-bit-per-channel, three-channel multiple-plane buffer and writes the result to an interleaved pixel buffer.

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

```
func interleave(destination: vImage.PixelBuffer<vImage.Interleaved8x3>)
```

Available when Format is `vImage.Planar8x3`.

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## Parameters

### destination

The destination pixel buffer.

## Mentioned in

 Optimizing image-processing performance

## Discussion

Use this function to interleave a buffer and overwrite an interleaved buffer with a copy of the source channels.

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## See Also

## Interleaving pixel buffers

```
func interleave(destination: vImage.PixelBuffer<vImage.Interleaved8x4>)
```

Interleaves the 8-bit-per-channel, four-channel multiple-plane buffer and writes the result to an interleaved pixel buffer.

```
func interleave(destination: vImage.PixelBuffer<vImage.InterleavedFx3>)
```

Interleaves the 32-bit-per-channel, three-channel multiple-plane buffer and writes the result to an interleaved pixel buffer.

```
func interleave(destination: vImage.PixelBuffer<vImage.InterleavedFx4>)
```

Interleaves the 32-bit-per-channel, four-channel multiple-plane buffer and writes the result to an interleaved pixel buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.Planar8>])
```

Interleaves the specified planar source buffers and writes the result to the 8-bit-per-channel, three-channel interleaved buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.Planar8>])
```

Interleaves the specified planar source buffers and writes the result to the 8-bit-per-channel, four-channel interleaved buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.Planar16F>])
```

Interleaves the specified planar source buffers and writes the result to the 16-bit-per-channel, four-channel interleaved buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.Planar16U>])
```

Interleaves the specified planar source buffers and writes the result to the unsigned 16-bit-per-channel, four-channel interleaved buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.PlanarF>])
```

Interleaves the specified planar source buffers and writes the result to the 32-bit-per-channel, three-channel interleaved buffer.

```
func interleave(planarSourceBuffers: [vImage.PixelBuffer<vImage.PlanarF>])
```

Interleaves the specified planar source buffers and writes the result to the 32-bit-per-channel, four-channel interleaved buffer.