API Collection

# Applying a flood fill to an image

Fill connected components of an image with a new color.

## Topics

### Flood-filling buffers

Applying flood fills to an image

Fill consistently colored connected parts of an image with a new color.

```
func vImageFloodFill_Planar8(UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixelCount, Pixel_8, Int32, vImage_Flags) -> vImage_Error
```

Applies a flood-fill operation to an 8-bit planar image.

```
func vImageFloodFill_Planar16U(UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixelCount, Pixel_16U, Int32, vImage_Flags) -> vImage_Error
```

Applies a flood fill-operation to an unsigned 16-bit planar image.

```
func vImageFloodFill_ARGB8888(UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixelCount, UnsafeMutablePointer<UInt8>!, Int32, vImage_Flags) -> vImage_Error
```

Applies a flood-fill operation to an 8-bit-per-channel, four-channel interleaved image.

```
func vImageFloodFill_ARGB16U(UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImagePixelCount, vImagePixelCount, UnsafeMutablePointer<UInt16>!, Int32, vImage_Flags) -> vImage_Error
```

Applies a flood-fill operation to an unsigned 16-bit-per-channel, four-channel interleaved image.

# See Also

## Applying color transforms to images

- Transforming with lookup tables

  Use lookup tables to apply color transformations to images.

- Transforming with polynomials

  Use polynomials to apply color transformations to images.

- Transforming with matrix multiplication

  Use matrix multiplication to apply color transformations to images.

- Transforming with a gamma function

  Use gamma functions to apply color transformations to images.