Structure

vImage.PlanarFx3

A pixel buffer that contains three homogeneous 32-bit, floating-point planes, for example, RGB.

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

```
struct PlanarFx3
```

Relationships

Conforms To

`MultiplePlanePixelFormat`, `PixelFormat`

See Also

Type Aliases

`typealias StructuringElement`

A 2D matrix that represents a morphology kernel.

`struct ConvolutionKernel`

Constants that describe 1D convolution kernels.

`struct ConvolutionKernel2D`

A 2D matrix that represents a convolution kernel.

`struct` `DynamicPixelFormat`

A buffer that contains pixels with a data type that’s unknown at compile time.

`struct` `Interleaved16Fx2`

A two-channel, 16-bit-per-channel, floating-point interleaved buffer.

`struct` `Interleaved16Fx4`

A four-channel, 16-bit-per-channel, floating-point interleaved buffer.

`struct` `Interleaved16Ux2`

A two-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

`struct` `Interleaved16Ux4`

A four-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

`struct` `Interleaved8x2`

A two-channel, 8-bit-per-channel interleaved buffer.

`struct` `Interleaved8x3`

A three-channel, 8-bit-per-channel interleaved buffer.

`struct` `Interleaved8x4`

A four-channel, 8-bit-per-channel interleaved buffer.

`struct` `InterleavedFx2`

A two-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct` `InterleavedFx3`

A three-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct` `InterleavedFx4`

A four-channel, 32-bit-per-channel, floating-point interleaved buffer.

`struct` `MultidimensionalLookupTable`

A multidimensional lookup table.