Function

vImageConvert_420Yp8_CbCr8To ARGB8888(_:_:_:_:_:_:_:)

Converts a planar Yp buffer and a 2-channel CbCr buffer to an 8-bit-per-channel, 4-channel ARGB buffer.

iOS 8.0+ | iPadOS 8.0+ | Mac Catalyst 13.1+ | macOS 10.10+ | tvOS 8.0+ | visionOS 1.0+ | watchOS 1.0+

```swift
func vImageConvert_420Yp8_CbCr8ToARGB8888(
    _ srcYp: UnsafePointer<vImage_Buffer>,
    _ srcCbCr: UnsafePointer<vImage_Buffer>,
    _ dest: UnsafePointer<vImage_Buffer>,
    _ info: UnsafePointer<vImage_YpCbCrToARGB>,
    _ permuteMap: UnsafePointer<UInt8>!,
    _ alpha: UInt8,
    _ flags: vImage_Flags
) -> vImage_Error
```

Parameters

srcYp

The source vImage buffer that contains the Yp channel.

srcCbCr

The source vImage buffer that contains the CbCr channels.

dest

A pointer to the destination vImage buffer structure. You're responsible for filling out the <u>height</u>, <u>width</u>, and <u>rowBytes</u> fields of this structure, and for allocating a data buffer of the appropriate size. On return, the data buffer this structure points to contains the destination

image data. When you no longer need the data buffer, deallocate the memory to prevent memory leaks.

info
A `vImage_YpCbCrToARGB` structure that describes the conversion matrix, the range of the input and output pixels from the matrix, and clamping information.

permuteMap
An array of four 8-bit integers with the values 0, 1, 2, and 3, in some order. Each value specifies the channel from the source image that the function copies to the destination channel at the corresponding index.

alpha
The constant destination alpha value.

flags
The options to use when performing the operation. If your code implements its own tiling or its own multithreading, pass `kvImageDoNotTile`; otherwise, pass `kvImageNoFlags`.

Return Value

`kvImageNoError`; otherwise, one of the error codes in Data Types and Constants.

See Also

Converting from 4:2:0

```
func vImageConvert_420Yp8_Cb8_Cr8ToARGB8888(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_YpCbCrToARGB>, UnsafePointer<UInt8>!, UInt8, vImage_Flags) -> vImage_Error
```
Converts planar Yp, Cb, and Cr buffers to an 8-bit-per-channel, 4-channel ARGB buffer.