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Protocol

StaticPixelFormat

A pixel format that's known at compile time.

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

`protocol` `StaticPixelFormat` : `SinglePlanePixelFormat`

Topics

Type Properties

```
static var bitCountPerPixel: Int
```

The number of bits allocated for a single pixel.

Required

```
static var channelCount: Int
```

The number of channels in a pixel buffer.

Required

Relationships

Inherits From

`PixelFormat`, `SinglePlanePixelFormat`

Conforming Types

`UIImage.Interleaved16Fx2`
`UIImage.Interleaved16Fx4`
`UIImage.Interleaved16Ux2`
`UIImage.Interleaved16Ux4`
`UIImage.Interleaved8x2`
`UIImage.Interleaved8x3`
`UIImage.Interleaved8x4`
`UIImage.InterleavedFx2`
`UIImage.InterleavedFx3`
`UIImage.InterleavedFx4`
`UIImage.Planar16F`
`UIImage.Planar16U`
`UIImage.Planar8`
`UIImage.PlanarF`

See Also

Protocols

`protocol InitializableFromCGImage`

A pixel format that supports initialization from a Core Graphics image.

`protocol MultiplePlanePixelFormat`

A pixel format that contains multiple homogeneous planes represented by multiple underlying `UIImage` buffers.

`protocol PixelFormat`

A pixel buffer pixel format.

`protocol SinglePlanePixelFormat`

A pixel format that contains a single underlying `UIImage` buffer.