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API Collection

VTPixelRotationSession

An object that rotates source pixel buffers to destination pixel buffers.

Overview

To create a rotation session, call [VTPixelRotationSessionCreate\(_:_:\)](#). Optionally configure the session by calling [VTSessionSetProperty\(_:key:value:\)](#).

To transfer pixels call [VTPixelRotationSessionRotateImage\(_:_:_:\)](#).

When you're done with the session, call [CFRelease](#) to tear it down and release your object reference.

Topics

Managing a Session

```
func VTPixelRotationSessionCreate(CFAllocator?, UnsafeMutablePointer<VTPixelRotationSession?>) -> OSStatus
```

Creates a session to rotate images between pixel buffers.

```
func VTPixelRotationSessionInvalidate(VTPixelRotationSession)
```

Tears down a pixel rotation session.

Configuring a Session

☰ Pixel Rotation Properties

Properties used to configure a VideoToolbox pixel rotation session.

Rotating an Image

```
func VTPixelRotationSessionRotateImage(VTPixelRotationSession, CVPixelBuffer, CVPixelBuffer) -> OSStatus
```

Rotates a source pixel buffer and writes the output to the destination pixel buffer.

Inspecting the Type Identifier

```
func VTPixelRotationSessionGetTypeID() -> CTypeID
```

Returns the Core Foundation type identifier for the rotation session.

Data Types

```
class VTPixelRotationSession
```

A reference to a pixel rotation session.

See Also

Transformation

⋮ VTPixelTransferSession

An object converts video data from source pixel buffers to destination pixel buffers.