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Instance Method

deinterleave(destination:)

Deinterleaves the 8-bit-per-channel, three-channel interleaved buffer and writes the result to a multiple-plane pixel buffer.

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

```
func deinterleave(destination: vImage.PixelBuffer<vImage.Planar8x3>)
```

Available when Format is `vImage.Interleaved8x3`.

Parameters

destination

The destination pixel buffer.

Mentioned in

 Optimizing image-processing performance

Discussion

Use this function to deinterleave a buffer and overwrite a multiple-plane pixel buffer with copies of each source channel.

See Also

Deinterleaving pixel buffers

```
func deinterleave(destination: vImage.PixelBuffer<vImage.Planar8x4>)
```

Deinterleaves the 8-bit-per-channel, four-channel interleaved buffer and writes the result to a multiple-plane pixel buffer.

```
func deinterleave(destination: vImage.PixelBuffer<vImage.PlanarFx3>)
```

Deinterleaves the 32-bit-per-channel, three-channel interleaved buffer and writes the result to a multiple-plane pixel buffer.

```
func deinterleave(destination: vImage.PixelBuffer<vImage.PlanarFx4>)
```

Deinterleaves the 32-bit-per-channel, four-channel interleaved buffer and writes the result to a multiple-plane pixel buffer.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.Planar8>])
```

Deinterleaves the 8-bit-per-channel, three-channel interleaved buffer and writes the result to an array that contains three planar buffers.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.Planar8>])
```

Deinterleaves the 8-bit-per-channel, four-channel interleaved buffer and writes the result to an array that contains four planar buffers.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.Planar16F>])
```

Deinterleaves the 16-bit-per-channel, four-channel interleaved buffer and writes the result to an array that contains four planar buffers.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.Planar16U>])
```

Deinterleaves the unsigned 16-bit-per-channel, four-channel interleaved buffer and writes the result to an array that contains four planar buffers.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.PlanarF>])
```

Deinterleaves the 32-bit-per-channel, three-channel interleaved buffer and writes the result to an array that contains three planar buffers.

```
func deinterleave(planarDestinationBuffers: [vImage.PixelBuffer<vImage.PlanarF>])
```

Deinterleaves the 32-bit-per-channel, four-channel interleaved buffer and writes the result to an array that contains four planar buffers.