Instance Method

boxConvolve(kernelSize:edgeMode:destination:)

Convolves an 8-bit planar pixel buffer with a box filter.

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

```
func boxConvolve(
    kernelSize: vImage.Size,
    edgeMode: vImage.EdgeMode<Pixel_8>,
    destination: vImage.PixelBuffer<Format>
)
```

Available when `Format` is `vImage.Planar8`.

Parameters

`kernelSize`
The convolution kernel size. The operation interprets even dimensions as the next odd number.

`edgeMode`
The convolution edge mode.

`destination`
The destination pixel buffer.

See Also

Related Documentation

{} Blurring an image

Filter an image by convolving it with custom and high-speed kernels.

Box convolution

```
func boxConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<
Pixel_8888>, destination: vImage.PixelBuffer<Format>)
```

Convolves an 8-bit-per-channel, 4-channel interleaved pixel buffer with a box filter.

```
func boxConvolved(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<
Pixel_8888>) -> vImage.PixelBuffer<Format>
```

Returns a box-filter convolved 8-bit-per-channel, 4-channel interleaved pixel buffer.

```
func boxConvolve(kernelSize: vImage.Size, edgeMode: vImage.EdgeMode<
Pixel_8>, destination: vImage.PixelBuffer<Format>)
```

Convolves a multiple-plane 8-bit-per-channel pixel buffer with a box filter.