Type Method

clip(_:to:result:)

Calculates the elements of a double-precision vector clipped to the specified range.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
static func clip<U, V>(
    _ vector: U,
    to bounds: ClosedRange<Double>,
    result: inout V
) where U : AccelerateBuffer, V : AccelerateMutable
Buffer, U.Element == Double, V.Element == Double
```

See Also

Clipping Operations

`static func clip<U>(U, to: ClosedRange<Double>) -> [Double]`

Returns the elements of a double-precision vector clipped to the specified range.

`static func clip<U>(U, to: ClosedRange<Float>) -> [Float]`

Returns the elements of a single-precision vector clipped to the specified range.

`static func clip<U, V>(U, to: ClosedRange<Float>, result: inout V)`

Calculates the elements of a single-precision vector clipped to the specified range.

`static func invertedClip<U>(U, to: ClosedRange<Double>) -> [Double]`

Returns a double-precision vector that's inverted-clipped to the specified range.

```
static func invertedClip<U>(U, to: ClosedRange<Float>) -> [Float]
```

Returns a single-precision vector that’s inverted-clipped to the specified range.

```
static func invertedClip<U, V>(U, to: ClosedRange<Double>, result:
inout V)
```

Calculates a double-precision vector that’s inverted-clipped to the specified range.

```
static func invertedClip<U, V>(U, to: ClosedRange<Float>, result: inout
 V)
```

Calculates a single-precision vector that’s inverted-clipped to the specified range.