Protocol

AccelerateMutableBuffer

A type that represents a mutable buffer.

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

```
protocol AccelerateMutableBuffer<Element> : AccelerateBuffer
```

Overview

If you implement your own type that conforms to AccelerateMutableBuffer and uses the default implementation of withUnsafeMutableBufferPointer(_:), your type needs to return a nonnil result from withContiguousMutableStorageIfAvailable(_:).

Topics

Instance Methods

func withUnsafeMutableBufferPointer<R>((inout UnsafeMutableBuffer Pointer<Self.Element>) throws -> R) rethrows -> R

Calls the given closure with a pointer to the object's mutable contiguous storage.

Required Default implementation provided.

func withUnsafePixelBuffer<R>(body: (vImage.PixelBuffer<vImage. Planar16U>) throws -> R) rethrows -> R

func withUnsafePixelBuffer<R>(body: (vImage.PixelBuffer<vImage. Planar16F>) throws -> R) rethrows -> R

```
func withUnsafePixelBuffer<R>(body: (vImage.PixelBuffer<vImage.PlanarF
>) throws -> R) rethrows -> R

func withUnsafePixelBuffer<R>(body: (vImage.PixelBuffer<vImage.Planar8
>) throws -> R) rethrows -> R
```

Relationships

Inherits From

`AccelerateBuffer`

Conforming Types

`vImage.PixelBuffer`
    Conforms when `Format` conforms to `StaticPixelFormat`.

See Also

Essentials

`protocol AccelerateBuffer`
    A type that represents an immutable buffer.

`protocol AccelerateMatrixBuffer`

`protocol AccelerateMutableMatrixBuffer`

`enum AccelerateMatrixOrder`