

[Accelerate](#) / [vImage](#) / `vImage.PlanarFx4`

## Structure

# `vImage.PlanarFx4`

A pixel buffer that contains four homogeneous 32-bit, floating-point planes, for example, RGBA or CMYK.

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

```
struct PlanarFx4
```

## Relationships

### Conforms To

`MultiplePlanePixelFormat`, `PixelFormat`

## See Also

### Type Aliases

`typealias StructuringElement`

A 2D matrix that represents a morphology kernel.

`struct ConvolutionKernel`

Constants that describe 1D convolution kernels.

`struct ConvolutionKernel2D`

A 2D matrix that represents a convolution kernel.

```
struct DynamicPixelFormat
```

A buffer that contains pixels with a data type that's unknown at compile time.

```
struct Interleaved16Fx2
```

A two-channel, 16-bit-per-channel, floating-point interleaved buffer.

```
struct Interleaved16Fx4
```

A four-channel, 16-bit-per-channel, floating-point interleaved buffer.

```
struct Interleaved16Ux2
```

A two-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

```
struct Interleaved16Ux4
```

A four-channel, 16-bit-per-channel, unsigned-integer interleaved buffer.

```
struct Interleaved8x2
```

A two-channel, 8-bit-per-channel interleaved buffer.

```
struct Interleaved8x3
```

A three-channel, 8-bit-per-channel interleaved buffer.

```
struct Interleaved8x4
```

A four-channel, 8-bit-per-channel interleaved buffer.

```
struct InterleavedFx2
```

A two-channel, 32-bit-per-channel, floating-point interleaved buffer.

```
struct InterleavedFx3
```

A three-channel, 32-bit-per-channel, floating-point interleaved buffer.

```
struct InterleavedFx4
```

A four-channel, 32-bit-per-channel, floating-point interleaved buffer.

```
struct MultidimensionalLookupTable
```

A multidimensional lookup table.