Function

vImageMultidimensionalTable_Release(_:)

Releases a multidimensional table.

iOS 7.0+ | iPadOS 7.0+ | Mac Catalyst 13.1+ | macOS 10.9+ | tvOS 7.0+ | visionOS 1.0+ | watchOS 1.0+

```
func vImageMultidimensionalTable_Release(_ table: vImage_MultidimensionalTable!) -> vImage_Error
```

Parameters

`table`
The multidimensional table to release.

Return Value

`kvImageNoError`; otherwise, one of the error codes in Data Types and Constants.

Mentioned in

Applying color transforms to images with a multidimensional lookup table

Discussion

This function decrements the multidimensional table's reference count. When the reference count reaches `0`, the system destroys the object.

See Also

Transforming with a multidimensional lookup table

Applying color transforms to images with a multidimensional lookup table

Precompute translation values to optimize color space conversion and other pointwise operations.

{} Cropping to the subject in a chroma-keyed image

Convert a chroma-key color to alpha values and trim transparent pixels using Accelerate.

{} Applying transformations to selected colors in an image

Desaturate a range of colors in an image with a multidimensional lookup table.

`func vImageMultidimensionalTable_Create(UnsafePointer<UInt16>, UInt32, UInt32, UnsafePointer<UInt8>, vImageMDTableUsageHint, vImage_Flags, UnsafeMutablePointer<vImage_Error>!) -> vImage_MultidimensionalTable!`

Creates a multidimensional lookup table.

`func vImageMultiDimensionalInterpolatedLookupTable_PlanarF(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_MultidimensionalTable, vImage_InterpolationMethod, vImage_Flags) -> vImage_Error`

Uses a multidimensional lookup table to transform a 32-bit planar image.

`func vImageMultiDimensionalInterpolatedLookupTable_Planar16Q12(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_MultidimensionalTable, vImage_InterpolationMethod, vImage_Flags) -> vImage_Error`

Uses a multidimensional lookup table to transform a 16Q12 planar image.

`func vImageMultidimensionalTable_Retain(vImage_MultidimensionalTable!) -> vImage_Error`

Retains a multidimensional table.

`typealias vImage_MultidimensionalTable`

An opaque pointer that represents a multidimensional lookup table.

`struct vImageMDTableUsageHint`

Constants that indicate the use for a multidimensional lookup table.

```
struct vImage_InterpolationMethod
```

Constants that represent different interpolation methods.