

[Core Video](#) / `CVPixelBufferUnlockBaseAddress(_:_:)`

Function

CVPixelBufferUnlockBaseAddress(_:_:)

Unlocks the base address of the pixel buffer.

iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.1+ | macOS 10.4+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```
func CVPixelBufferUnlockBaseAddress(  
    _ pixelBuffer: CVPixelBuffer,  
    _ unlockFlags: CVPixelBufferLockFlags  
) -> CVReturn
```

Parameters

pixelBuffer

The pixel buffer whose base address you want to unlock.

unlockFlags

Either `readOnly` or 0; see [CVPixelBufferLockFlags](#) for discussion.

Return Value

A Core Video result code. See [Core Video Constants](#) for possible values.

Discussion

You must call the [CVPixelBufferLockBaseAddress\(_:_:\)](#) function before accessing pixel data with the CPU, and call the [CVPixelBufferUnlockBaseAddress\(_:_:\)](#) function afterward. If you include the `readOnly` value in the `lockFlags` parameter when locking the buffer, you must also include it when unlocking the buffer.

Important

When accessing pixel data with the GPU, locking is not necessary and can impair performance.

See Also

Modifying Pixel Buffers

`func CVPixelBufferFillExtendedPixels(CVPixelBuffer) -> CVReturn`

Fills the extended pixels of the pixel buffer.

`func CVPixelBufferLockBaseAddress(CVPixelBuffer, CVPixelBufferLockFlags) -> CVReturn`

Locks the base address of the pixel buffer.