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Initializer

init(size)

Creates a new buffer with the specified size and bits per pixel.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst | macOS 11.0+ | tvOS 14.0+ | visionOS | watchOS 7.0+

```
init(  
    size: CGSize,  
    bitsPerPixel: UInt32  
) throws
```

Parameters

size

The size of the buffer, in pixels.

bitsPerPixel

The number of bits in a single pixel.

Discussion

This function allocates a buffer's memory, but doesn't initialize the memory.

See Also

[Creating an empty vImage buffer](#)

```
init(width: Int, height: Int, bitsPerPixel: UInt32) throws
```

Creates a new buffer with the specified width, height, and bits per pixel.

```
init()
```

Creates an empty vImage buffer.