



Function holoscan::viz::ImageComponentMapping

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- Defined in [File holoviz.hpp](#)

Function Documentation

`void holoscan::viz::ImageComponentMapping(ComponentSwizzle r, ComponentSwizzle g, ComponentSwizzle b, ComponentSwizzle a)`

Specifies how the color components of an image are mapped to the color components of the output. Output components can be set to the R, G, B or A component of the input or fixed to zero or one or just identical to the input.

Default: all output components are identical to the input components (`ComponentSwizzle::IDENTITY`).

This can be used display an image in color formats which are not natively supported by Holoviz. For example to display a BGRA image:

```
ImageComponentMapping(ComponentSwizzle::B, ComponentSwizzle::G,  
ComponentSwizzle::R, ComponentSwizzle::A); ImageHost(width, height,  
ImageFormat::R8G8B8A8_UNORM, bgra_data);
```

or to display a single component image in gray scale:

```
ImageComponentMapping(ComponentSwizzle::R, ComponentSwizzle::R,  
ComponentSwizzle::R, ComponentSwizzle::ONE); ImageHost(width, height,  
ImageFormat::R8_UNORM, single_component_data);
```

Parameters

r, g, b, a – sets how the component values are placed in each component of the output

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