



Function holoscan::viz::ImageCudaDevice

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

Function Documentation

```
void holoscan::viz::ImageCudaDevice(uint32_t width, uint32_t height, ImageFormat fmt, CUdeviceptr device_ptr, size_t row_pitch = 0)
```

Defines the image data for this layer, source is CUDA device memory.

If the image has a alpha value it's multiplied with the layer opacity.

If `fmt` is a depth format, the image will be interpreted as a depth image, and will be written to the depth buffer when rendering the color image from a separate invocation of `Image*()` for the same layer. This enables depth-compositing image layers with other Holoviz layers. Supported depth formats are: `D16_UNORM`, `X8_D24_UNORM`, `D32_SFLOAT`.

Parameters

- **width** – width of the image
- **height** – height of the image
- **fmt** – image format
- **device_ptr** – CUDA device memory pointer
- **row_pitch** – the number of bytes between each row, if zero then data is assumed to be contiguous in memory

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