



Function holoscan::viz::ReadFramebuffer

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

Function Documentation

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

Read an image from the framebuffer and store it to CUDA device memory.

If `fmt` is a depth format, the depth image attachment of the framebuffer will be copied to `device_ptr`.

Can only be called outside of [Begin\(\)/End\(\)](#).

Parameters

- **fmt** – image format, currently only `R8G8B8A8_UNORM` and `D32_SFLOAT` are supported
- **width, height** – width and height of the region to read back, will be limited to the framebuffer size if the framebuffer is smaller than that
- **buffer_size** – size of the storage buffer in bytes
- **device_ptr** – pointer to CUDA device memory to store the framebuffer into
- **row_pitch** – the number of bytes between each row, if zero then data is assumed to be contiguous in memory

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