Function

vDSP_vintb

Calculates the linear interpolation between the supplied single-precision vectors using the specified stride.

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

```
extern void vDSP_vintb(const float * __A, vDSP_Stride __IA, const float * __B, v
DSP_Stride __IB, const float * __C, float * __D, vDSP_Stride __ID, vDSP
_Length __N);
```

Parameters

__A
Single-precision real input vector.

__IA
Stride for A.

__B
Single-precision real input vector.

__IB
Stride for B.

__C
Single-precision real input scalar: interpolation constant.

__D
Single-precision real output vector.

`__ID`
: Stride for `D`.

`__N`
: The number of elements to process.

Discussion

This function interpolates between the first `N` elements of `A` and `B` by taking the difference between corresponding elements, multiplying it by the constant `C`, and adding this to the corresponding element of `A`; results are left in corresponding elements of `D`:

$$D_{nID} = A_{nIA} + C[B_{nIB} - A_{nIA}] \qquad \text{n} = \{0, \text{N-1}\}$$

See Also

Vector-to-Vector Linear Interpolation

`vDSP_vintbD`
: Calculates the linear interpolation between the supplied double-precision vectors using the specified stride.