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Instance Method

linearInterpolate(bufferB:interpolation Constant:destination:)

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst | macOS 13.0+ | tvOS 16.0+ | visionOS | watchOS 9.0+

```
func linearInterpolate(  
    bufferB: vImage.PixelBuffer<Format>,  
    interpolationConstant: Float,  
    destination: vImage.PixelBuffer<Format>  
)
```

Available when `Format` conforms to `StaticPixelFormat` and `Format.ComponentType` is `Float`.