

[Accelerate](#) / [...](#) / [vImage.PixelBuffer](#) / `linearInterpolate(bufferB:interpolationConstant:destination:)`

Instance Method

linearInterpolate(bufferB:interpolationConstant: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`.