

# PxrToFloat3

Produces a triple output from a single float input. The single float *input* is copied to each channel. If float *inputR*, *inputG*, *inputB* are connected, then those will be convert to a color instead

## Input Parameters

### Input

The float to convert to a triple.

### Input R

The float to place in the R component of *resultRGB*.

### Input G

The float to place in the G component of *resultRGB*.

### Input B

The float to place in the B component of *resultRGB*.

## Output Parameters

### resultRGB

The float result copied to R, G, and B.