

# PxrToFloat

Produces a single float output from a triple float input. The index specifies which of the 3 floats to pull from the triple.

## Input Parameters

### Input

The triple float input to convert.

### Mode

Which of the 3 floats will be output.

- 0: Channel 0
- 1: Channel 1
- 2: Channel 2
- 3: Luminance
- 4: Average

## Output Parameters

### resultF

The float result.