# **PxrSwitch**

This pattern is designed to evaluate different pattern networks based on an index that can be read from various nodes.

### **Switch**

### Index

This float value indicates what part of the network to evaluate and is often read from an attribute. Values are read as:

-0.5 to 0.49 are input 0

0.5 to 1.49 are input 1

1.5 to 2.49 are input 2, so on and so forth.

# Inputs

# Inputs RGB

An array of inputs to be evaluated based on the returned index value.

Below is a simple example where each sphere transform is assigned a user attribute as the index, 0.0, 1.0, 2.0. The available colors and their index are Red[0], Green[1], and Blue[2] (three inputs added to the Inputs RGB array)

The same PxrSurface is attached to the three spheres and a PxrAttribute node is connected to the Diffuse Color input of the material.

The attribute can be whatever name you desire with a Float data type.

