

# PxrMix

Mixes two colors together according to the specified mix percentage. The mixed color result is calculated as:  $((1.0 - \text{mix}) * \text{color1}) + (\text{mix} * \text{color2})$ .

## Input Parameters

### Color 1

The first color that is mixed with the second color.

### Color 2

The second color that is mixed with the first color.

### Mixer

The first color that is mixed with the second color.

```
color1
color2
mix
result
```

```
mix = 0.0
mix = 0.25
mix = 0.5
mix = 0.75
mix = 1.0
```

## Clamp Mixer

Keep the mix value between 0 and 1 to make sure you only get either color1 or color2 when outside of that range.

## Output Parameters

### resultRGB

The clamped color result.

### resultR

The R channel from the resultRGB output.

### resultG

The G channel from the resultRGB output.

### resultB

The B channel from the resultRGB output.