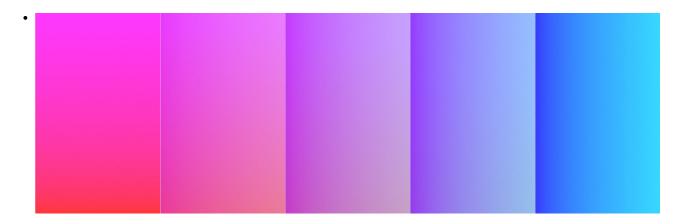# PxrMix

Mixes two colors together according to the specified mix percentage. The mixed color result is calculated as: `((1.0-mix) * color1) + (mix * 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.

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.