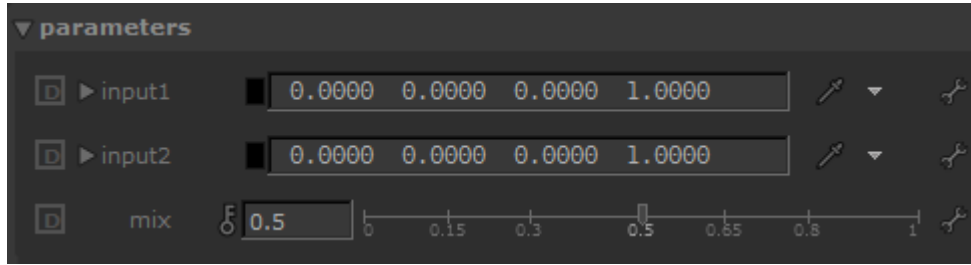


Mix RGBA



The *mix_RGBA* is used to blend or add two colors or textures. It returns a [linear interpolation](#) of *input1* and *input2* according to the *mix_weight* attribute. A *mix_weight* value of 0 outputs *input1*, a value of 1 outputs *input2*, and a value of 0.5 mixes evenly between *input1* and *input2*.

Input 1

Input for color one.

Input 2

Input for color two.

Mix

Allows you to control the amount of blending between colors. Connect a texture to the *mix_weight* to control the blending between *input1* and *input2*.

