Mixing

```
float   t  =  step( float edge, float x );
```

```
float   t  =  smoothstep( float edge0, float edge1, float x );
```

```
T  out  =  mix( T  in1,  T  in2,  float  t );
```

"SmoothPulse"

```
in float vX, vY;
in vec4 vColor;
in float vLightIntensity;

uniform float uA;
uniform float uP;
uniform float uTol;

 const vec4 WHITE = vec4( 1., 1., 1., 1. );

void
main( )
{
	float f = fract( uA*vX );

	float t = smoothstep( 0.5-uP-uTol, 0.5-uP+uTol, f )  -  smoothstep( 0.5+uP-uTol, 0.5+uP+uTol, f );
	gl_FragColor = mix( WHITE, vColor, t );
	gl_FragColor.rgb *= vLightIntensity;
}
```