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1 This algorithm checks if an existing pixel is close to another in colour

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Algorithm 1 Colour ToleranceRequire:a threshold value, 0 \le t \le 255a colour in RGB format, 0 \le c_{0..2} \le 255a pixel in RGB format, 0 \le p_{0..2} \le 2551: function Tolerance(color c, pixel p, threshold t)2: d \leftarrow \sum_{i=0}^{2} (p_i - c_i)^23: if r < t then4: return true5: else6: return false7: end if8: end function
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