

`ImageLib::Pixel< NumberT >`

+ ~Pixel()



`ImageLib::LABPixel< NumberT >`

+ l  
+ a  
+ b

+ LABPixel()  
+ operator==( )  
+ operator!=( )  
+ setGray()  
+ colorDistance()



`ImageLib::LABAPixel< NumberT >`

+ alpha

+ LABAPixel()  
+ operator==( )  
+ operator!=( )  
+ setGray()