

`ImageLib::Pixel< NumberT >`

+ ~Pixel()



`ImageLib::LABPixel< NumberT >`

+ l
+ a
+ b

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



`ImageLib::LABAPixel< NumberT >`

+ alpha

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