

edu.duke.Pixel.setAlpha



```
graph LR; A[edu.duke.Pixel.setAlpha] --> B[edu.duke.Pixel.clamp]
```

A diagram showing a call to `edu.duke.Pixel.setAlpha` leading to `edu.duke.Pixel.clamp`. The first box is gray and the second is white, connected by a blue arrow.

edu.duke.Pixel.clamp