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# Clamping (graphics)

In computer science, **clamping**, or **clipping** is the process of limiting a value to a range between a minimum and a maximum value. Unlike wrapping, clamping merely moves the point to the nearest available value.

In Python, clamping can be defined as follows:

```
def clamp(x, minimum, maximum):  
    if x < minimum:  
        return minimum  
    if x > maximum:  
        return maximum  
    return x
```

This is equivalent to `max(minimum, min(x, maximum))` for languages that support the functions **min** and **max**.

Y = clamp(X, 1, 3)	
X	Y
0	1
1	1
2	2
3	3
4	3

## Uses

Several programming languages and libraries provide functions for fast and vectorized clamping. In Python, the pandas library offers the `Series.clip`<sup>[1]</sup> and `DataFrame.clip`<sup>[2]</sup> methods. The NumPy library offers the `clip`<sup>[3]</sup> function. In the Wolfram Language, it is implemented as `Clip[x, {minimum, maximum}]`.<sup>[4]</sup>

In OpenGL, the `glClearColor` function takes four `GLfloat` values which are then 'clamped' to the range `[0, 1]`.<sup>[5]</sup>

One of the many uses of clamping in computer graphics is the placing of a detail inside a polygon—for example, a bullet hole on a wall. It can also be used with wrapping to create a variety of effects.

## References

- "Pandas Series.clip method documentation" (<https://pandas.pydata.org/docs/reference/api/pandas.Series.clip.html>). Retrieved 2023-10-15.
- "Pandas DataFrame.clip method documentation" (<https://pandas.pydata.org/docs/reference/api/pandas.DataFrame.clip.html>). Retrieved 2023-10-15.
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