Function holoscan::viz::LUT

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- Defined in File holoviz.hpp

Function Documentation

void holoscan::viz::LUT(uint32_t size, ImageFormat fmt, size_t data_size, const void *data, bool normalized = false)

Defines the lookup table for this image layer.

If a lookup table is used the image format has to be a single channel integer or float format (e.g. ImageFormat::R8_UINT, ImageFormat::R16_UINT, ImageFormat::R32_UINT, ImageFormat::R8_UNORM, ImageFormat::R16_UNORM, ImageFormat::R32_SFLOAT).

If normalized is 'true' the function processed is as follow

```
out = lut[clamp(in, 0.0, 1.0)]
```

Input image values are clamped to the range of the lookup table size: `[0.0, 1.0[`.

If normalized is 'false' the function processed is as follow

```
out = lut[clamp(in, 0, size)]
```

Input image values are clamped to the range of the lookup table size: `[0.0, size[`.

Parameters

- **size** – size of the lookup table in elements
- **fmt** – lookup table color format
- **data_size** – size of the lookup table data in bytes
- **data** – host memory pointer to lookup table data
- **normalized** – if true then the range of the lookup table is '[0.0, 1.0[', else it is `[0.0, size[`