

# PxrlInvert

Inverts one or more components of the incoming color. The input color can be in the in the RGB, HSL, or HSV color models. Note: The output is a RGB color clamped to the [0 0 0] to [1 1 1] range.

## Input Parameters

### Input Color

The color that you would like to invert.

### Color Model

The inputColor uses this color model.

- 0: RGB
- 1: HSL
- 2: HSV

### Invert Channel 0

When enabled (set to 1) the first color channel is inverted. For example, if the color model is set to RGB, then the R channel will be inverted.

### Invert Channel 1

When enabled (set to 1) the second color channel is inverted. For example, if the color model is set to RGB, then the G channel will be inverted.

### Invert Channel 2

When enabled (set to 1) the third color channel is inverted. For example, if the color model is set to RGB, then the B channel will be inverted.

## Output Parameters

### resultRGB

The clamped color result.

### resultR

The R channel from the resultRGB output.

### resultG

The G channel from the resultRGB output.

### resultB

The B channel from the resultRGB output.