

# PxrClamp

Clamps the separate channels of a color between the specified min and max values. If an RGB channel value is less than min, it will be set to the min value, and if an RGB channel is greater than max, it will be set to the max value.

## Input Parameters

### Input Color

Each of the R, G, and B channels of this color get clamped between the specified min and max values. For example, if a color value of [ .8 .5 .2 ] is specified, and a min value of [ .3 .3 .3 ] and max value of [ .6 .6 .6 ] are specified, then the resulting color will be [ .6 .5 .3 ].

### Min

The minimum value allowed for each of the color channels.

### Max

The maximum value allowed for each of the color channels.

## 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.