NAME
       liblab_gamut − data library for default color labeling

SYNOPSIS
       #include <lab_gamut.h>

       typedef struct {
         signed char l, a, b;/* l: 0 to 100, a,b: -128 tp 128 */
       } char_color_lab;

       extern const char_color_lab lab_gamut_data[];
       extern int lab_gamut_data_size;

DESCRIPTION
       This library contains a large table of color specifications used by default to disambiguate nodes or edges by
       distinct colors. It is not meant to be accessed directly by the user. The number of colors is given by
       lab_gamut_data_size.

SEE ALSO
       edgepaint(1), **gvmap**(1), **cluster**(3)

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