Edit LUT menu location

This is the default LUT grid. The top left square is the minimum value (in 8-bit this is 0) and the bottom right square is the maximum value (in 8-bit this is 255).
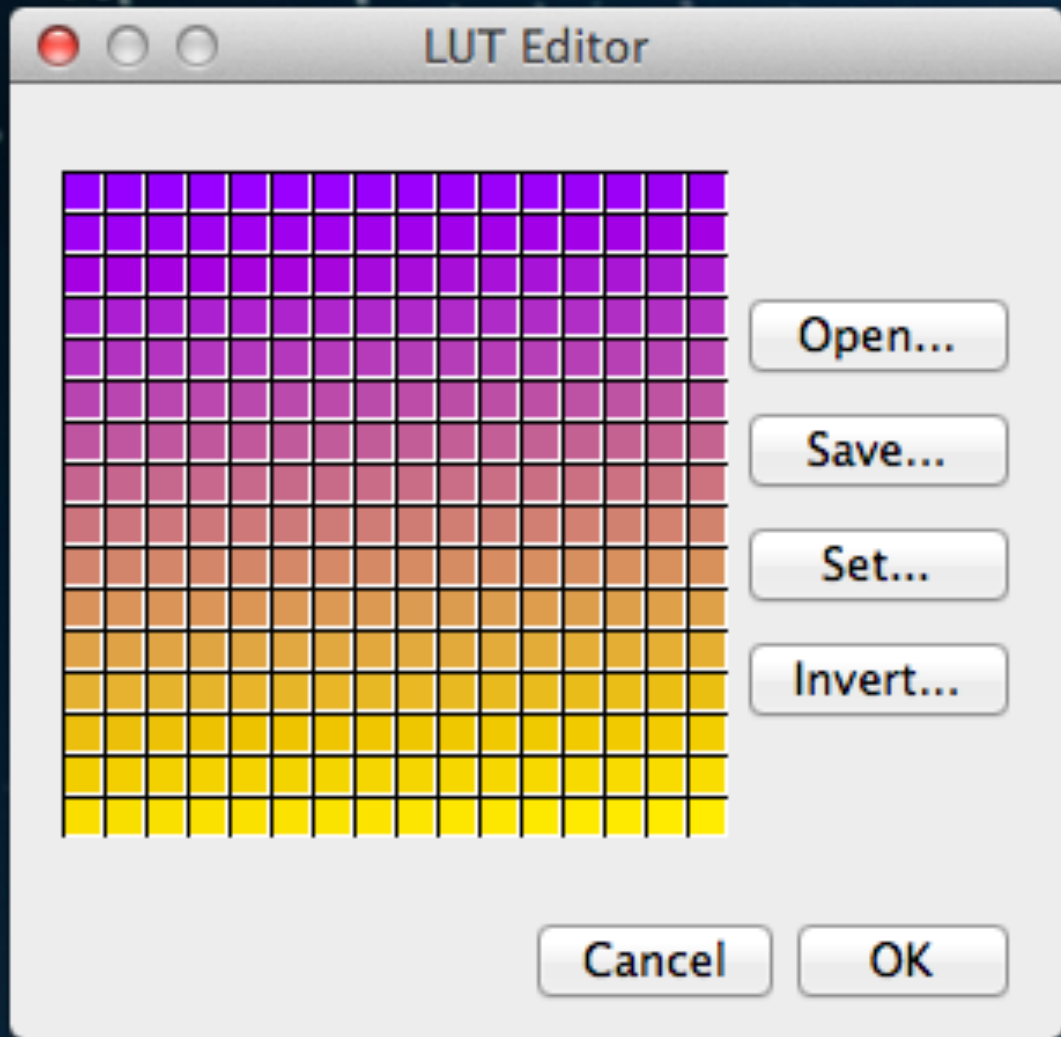
You can change the LUT editor to have whatever colors you want by either clicking on individual cells or selecting a range of cells to edit. In this case a 32-bit image (normally grayscale) would appear as a gradient of purple and gold instead of the normal black and white gradient.
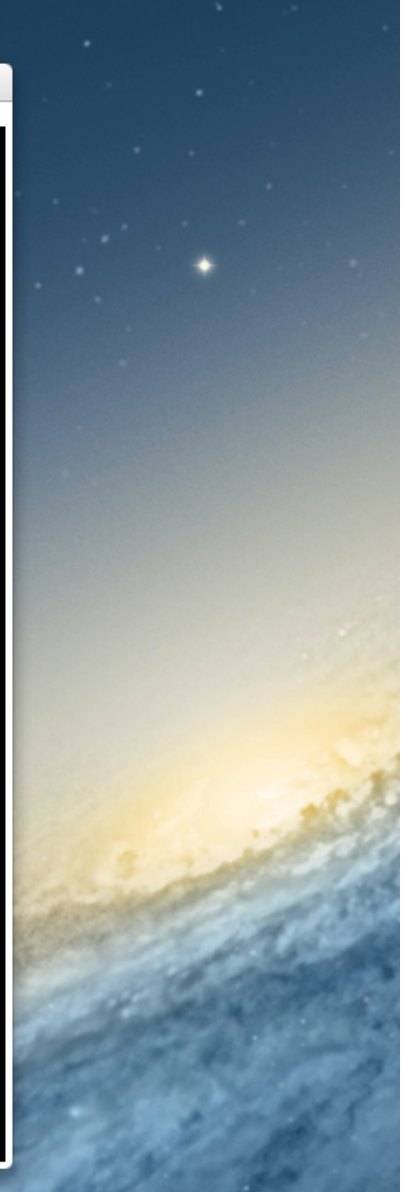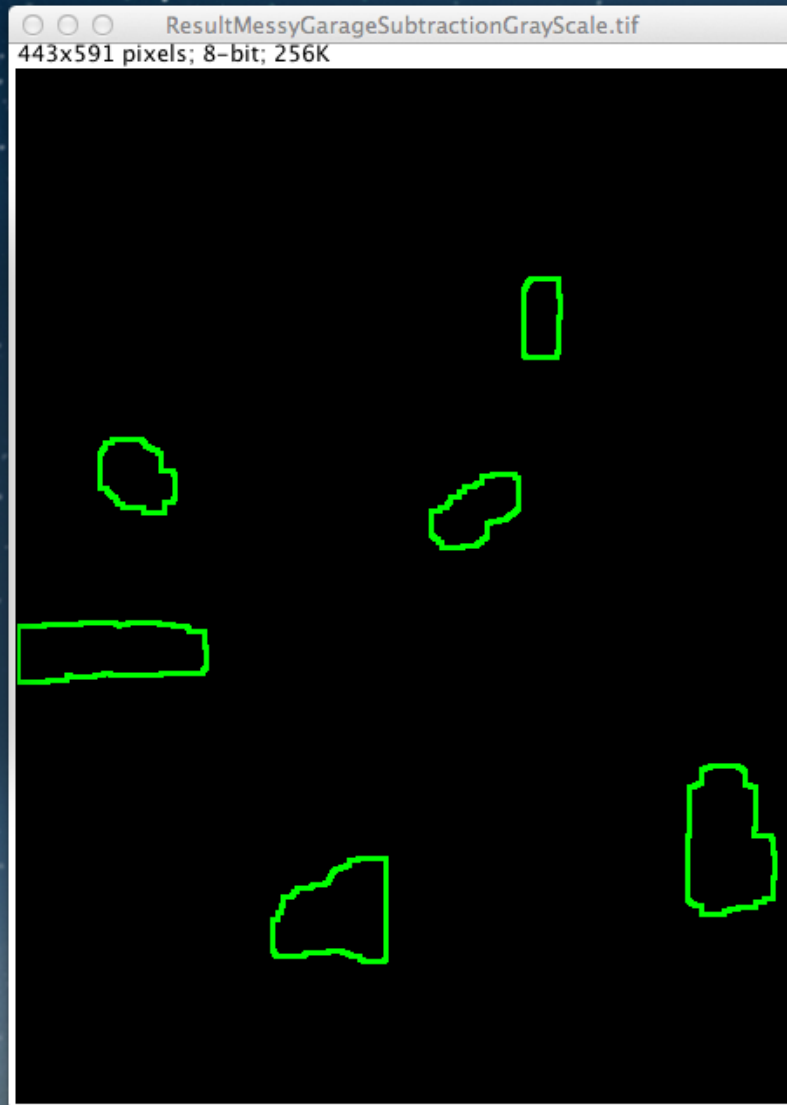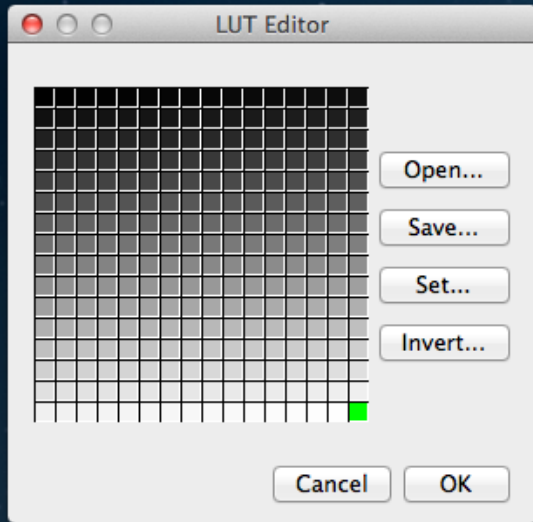
In an 8-bit binary image only the maximum and minimum values of the LUT matter. Here I have changed the maximum value for the image of the outlines to green.
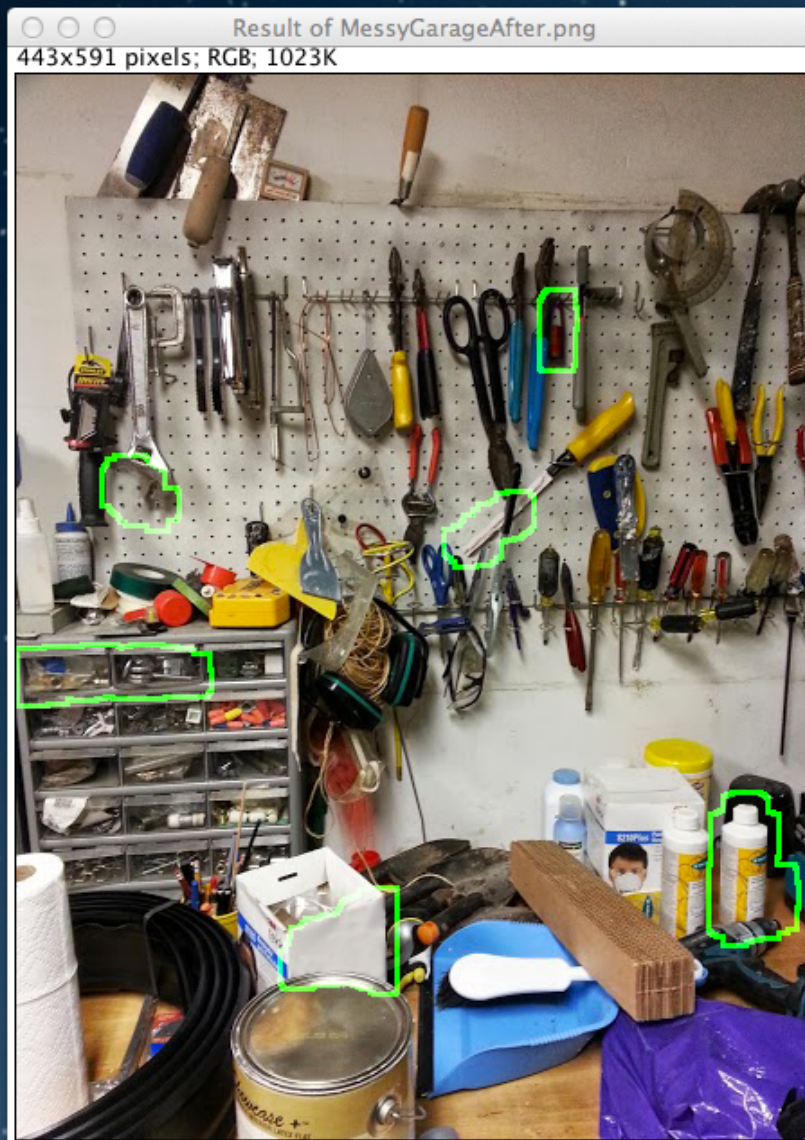
Here I have added the green outline back onto the edited image of the garage and you can see that the outlines stand out much more.