

The screenshot shows the 'Histogram' window of a software application. The main area displays a color histogram with three curves (Red, Green, Blue) and a luminance curve. The x-axis represents luminance values from 0 to 65535, and the y-axis represents frequency. The histogram is titled 'HISTOGRAM: luminance:0-48199 no of luminance values:37232'.

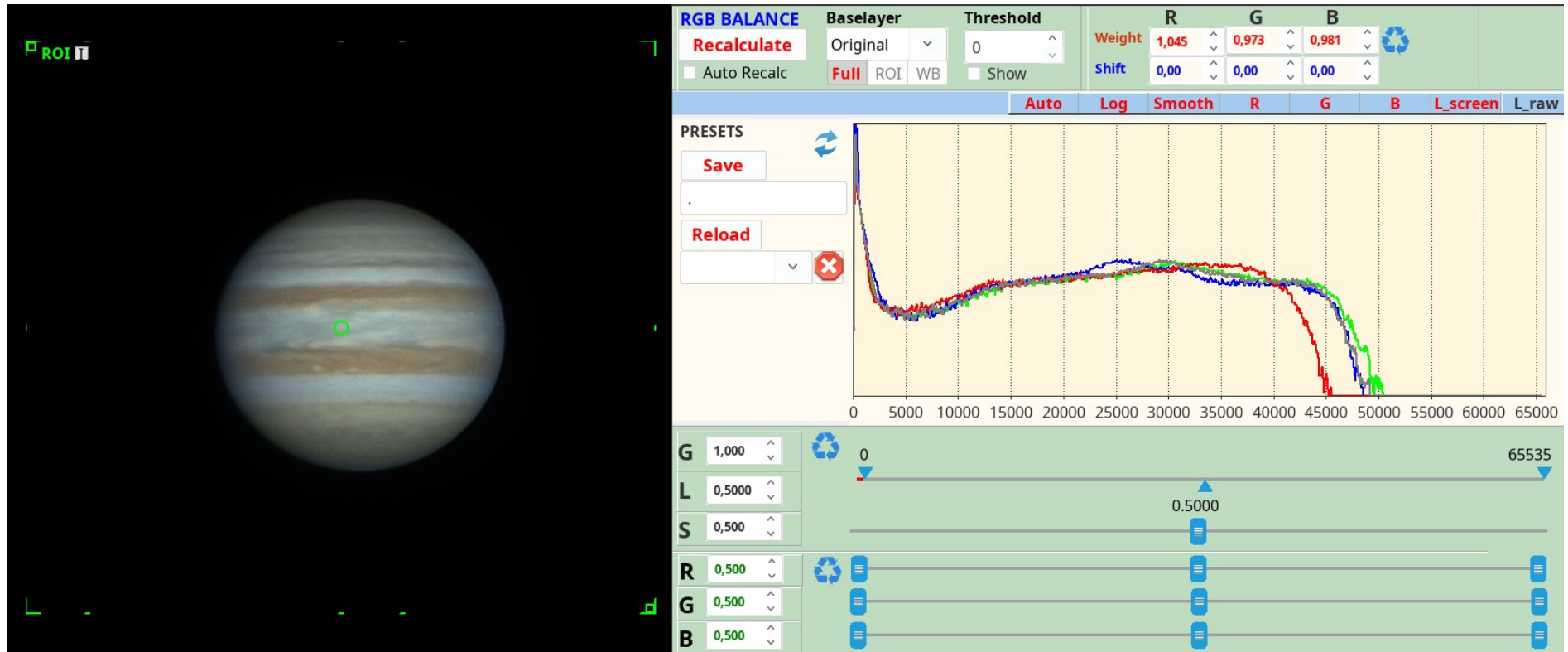
Below the histogram, there are several control panels:

- RGB BALANCE:** Includes a 'Recalculate' button, an 'Auto Recalc' checkbox, and a 'Baselayer' dropdown menu set to 'Original'. There are also 'Full', 'ROI', and 'WB' buttons, and a 'Show' checkbox.
- Threshold:** A numeric input field set to '0' and a 'Show' checkbox.
- Weight:** Three input fields for Red (1,000), Green (1,000), and Blue (1,000).
- Shift:** Three input fields for Red (0,00), Green (0,00), and Blue (0,00).
- PRESETS:** Includes 'Save' and 'Reload' buttons, a dropdown menu, and a red 'X' button.
- Color Channels:** A list of channels (G, L, S, R, G, B) with their respective values and adjustment sliders. The values are: G (1,000), L (0,5000), S (0,500), R (0,500), G (0,500), and B (0,500). The sliders are positioned at 0.5000.

The histogram shows a distribution of luminance values, with the Red curve peaking around 30,000 and the Green and Blue curves peaking around 40,000. The luminance curve is a smooth, bell-shaped curve peaking around 30,000.

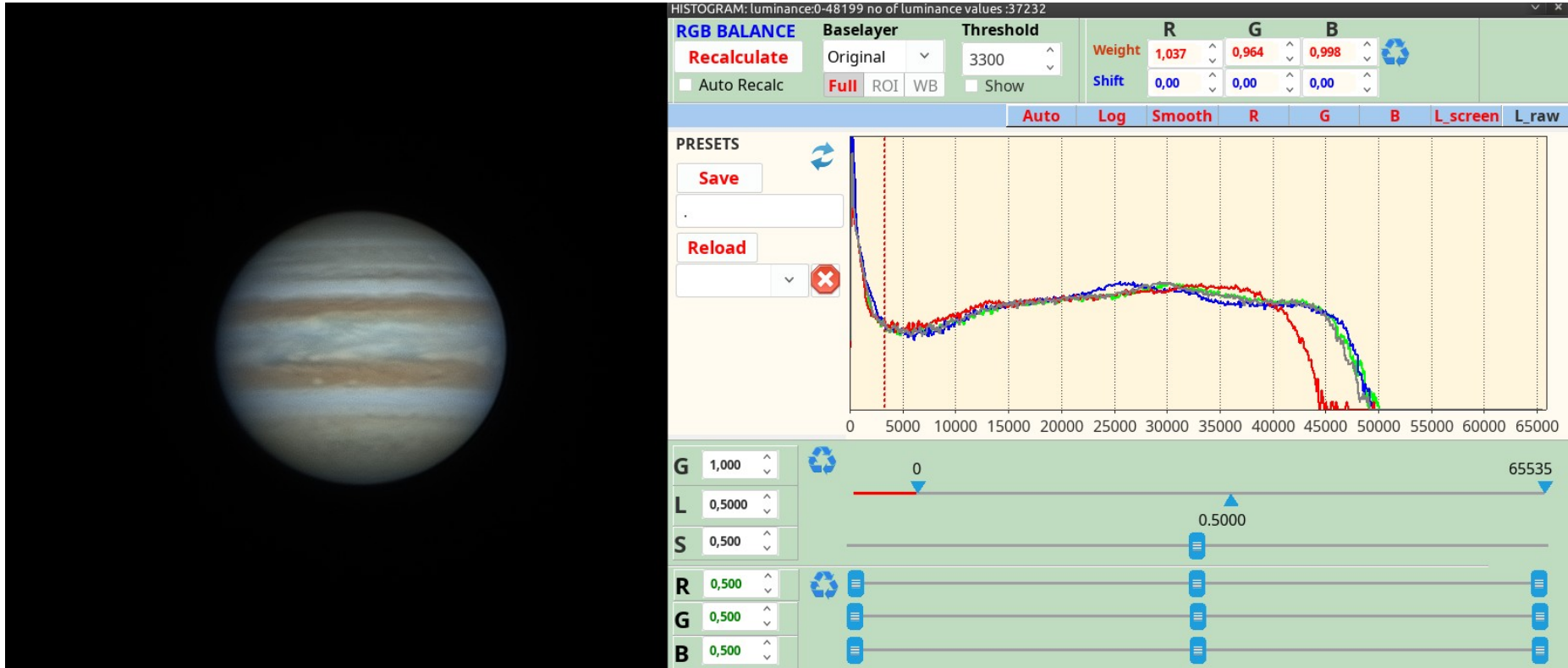
This image shows the histogram of a sharpened image. The image has a visible Green-cast which is also visible in the graph.

RGB-Balance using threshold 2



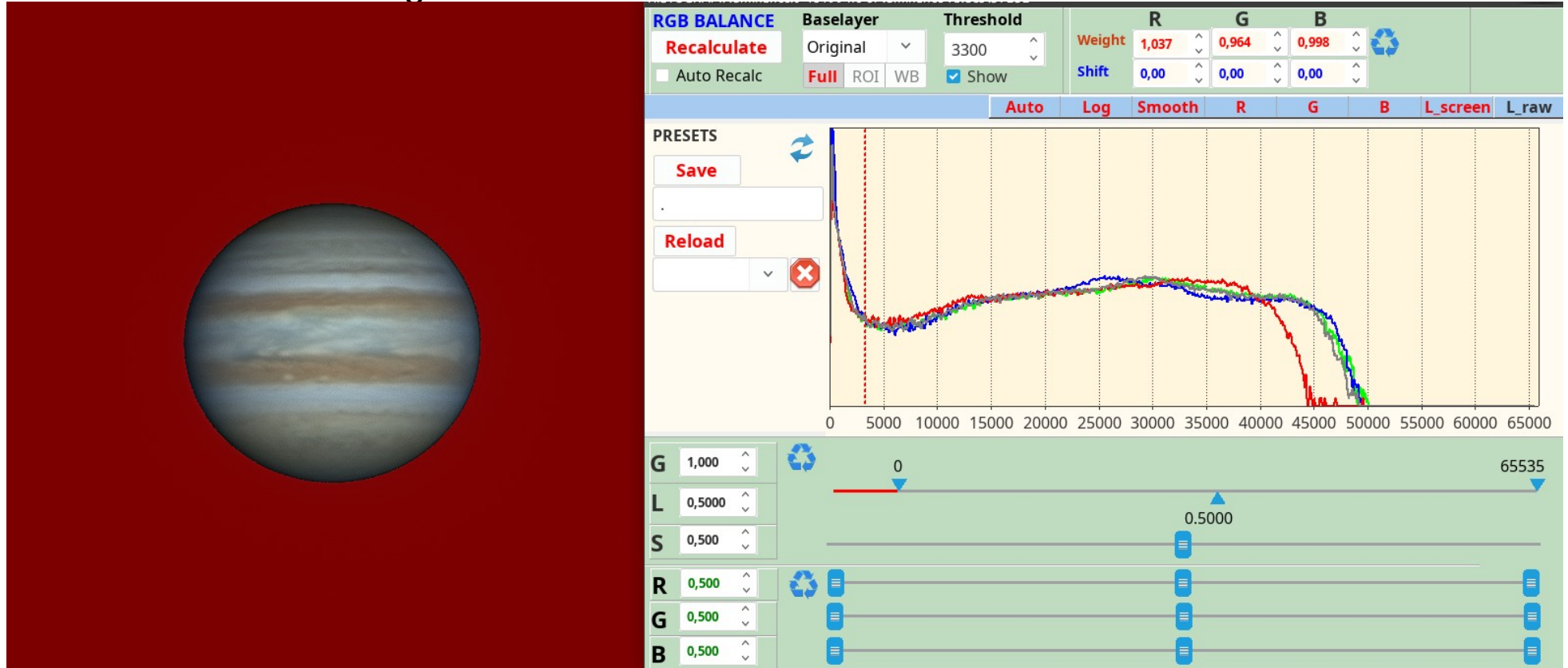
After pressing the Recalculate button waveSharp estimates the R/G/B weights based on all pixels in the image.

RGB-Balance using threshold 3



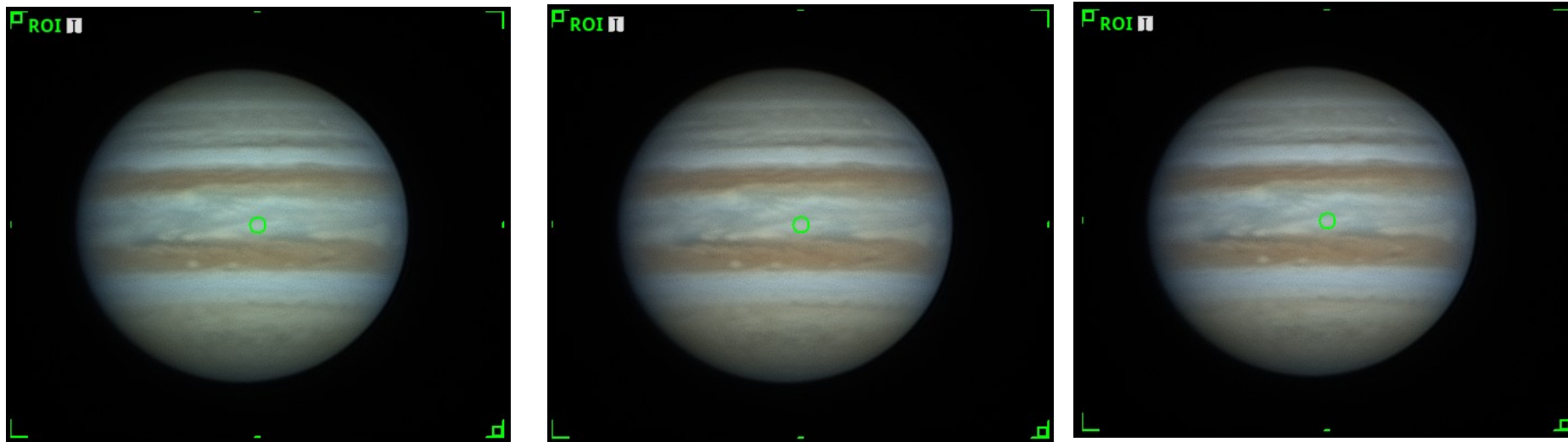
Using the new threshold function we can restrict the pixels that are used in calculating the RGB balance. In the histogram a vertical dotted line shows which part of the histogram is not used.

RGB-Balance using threshold 4



You can also check visually which pixels are not used for RGB balance estimates by selecting the show checkmark below the threshold setting.

RGB-Balance using threshold 5



Left: original image

Middle: default RGB balance

Right: RGB balance using threshold