Instance Method

histogram()

Calculates the histogram of an 8-bit-per-channel, 3-channel multiple-plane pixel buffer.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst | macOS 13.0+ | tvOS 16.0+ | visionOS | watchOS 9.0+

```
func histogram() -> vImage.PixelBuffer<Format>.Histogram888
```

Available when `Format` is `vImage.Planar8x3`.

Return Value

The histogram of the pixel buffer.

See Also

Related Documentation

`func specifyHistogram(vImage.PixelBuffer<Format>.Histogram888, destination: vImage.PixelBuffer<Format>)`

Performs a histogram specification operation on an 8-bit-per-channel, 3-channel multiple-plane pixel buffer.

{} Specifying histograms with vImage

Calculate the histogram of one image, and apply it to a second image.

Histogram calculation

```
func histogram() -> vImage.PixelBuffer<Format>.Histogram8888
```

Calculates the histogram of an 8-bit-per-channel, 4-channel interleaved pixel buffer.

```
func histogram(binCount: Int) -> vImage.PixelBuffer<Format>.Histogram
FFFF
```

Calculates the histogram of a 32-bit-per-channel, 4-channel interleaved pixel buffer.

```
func histogram(binCount: Int) -> vImage.PixelBuffer<Format>.Histogram
FFF
```

Calculates the histogram of a 32-bit-per-channel, 3-channel multiple-plane pixel buffer.

```
func histogram() -> vImage.PixelBuffer<Format>.Histogram8888
```

Calculates the histogram of an 8-bit-per-channel, 4-channel multiple-plane pixel buffer.

```
func histogram(binCount: Int) -> vImage.PixelBuffer<Format>.Histogram
FFFF
```

Calculates the histogram of a 32-bit-per-channel, 4-channel multiple-plane pixel buffer.