

darktable - Bug #10325

global tonemap changes according to zoom/visible area

02/13/2015 11:52 PM - Philipp Christ

Status:	Fixed	Start date:	02/13/2015
Priority:	Low	Due date:	
Assignee:		% Done:	100%
Category:	Darkroom	Estimated time:	0.00 hour
Target version:	Candidate for next patch release	bitness:	64-bit
Affected Version:	git development version	hardware architecture:	amd64/x86
System:	Ubuntu		

Description

I tried this with two images because i noticed one getting visibly brighter when zooming in 100% and 200%.
I reduced it to the global tonemap module with drago operator

It seems that the images get brighter/darker depending on what is visible in the viewport.
On images where it's not quite as obvious i noticed it with the overexposed indicator on, which then also changes according to what is visible.

It seems to be easily reproducible with pretty much any picture. If it is needed i can attach raw+xmp.

When playing around it seems to be more pronounced the higher the value for the target option is, but i haven't dug deep into this.

reproduced in 1.7.0+963~g30ffbc2 and 1.6.1

History

#1 - 03/07/2015 06:48 PM - Ulrich Pegelow

- % Done changed from 0 to 100
- Target version set to Candidate for next patch release
- Status changed from New to Fixed

Should be fixed in master now.