

darktable - Feature #11845

Lock drawn masks position

12/05/2017 06:34 AM - Aurélien PIERRE

| | | | |
|--------------------------|-------------------|-------------------------------|------------|
| Status: | Duplicate | Start date: | 12/05/2017 |
| Priority: | Low | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | Darkroom | Estimated time: | 0.00 hour |
| Target version: | 2.6.0 | bitness: | 64-bit |
| Affected Version: | git master branch | hardware architecture: | amd64/x86 |
| System: | all | | |

Description

Sometimes, when you play with drawn masks in the darkroom, it happens that several masks overlap or are very close to each other. This makes it unreliable and tricky to select and edit (move, resize) one mask without grabbing the wrong one by accident. With masks drawn precisely on sharp edges, a slight move can mess up completely the result.

It would be nice to be able to lock some masks prior to the edits on the others, in a "belt & suspenders" manner.

History

#1 - 12/05/2017 12:39 PM - Tobias Ellinghaus

- % Done changed from 0 to 20

- Status changed from New to Triaged

#2 - 09/11/2018 08:52 PM - Aurélien PIERRE

- % Done changed from 20 to 0

- Status changed from Triaged to Duplicate

#3 - 09/21/2018 09:54 PM - Roman Lebedev

- Target version set to 2.6.0

#4 - 10/27/2018 04:56 PM - Quo Vadit

+1

would be extremely helpful!

What's the duplicate-issue?