

## darktable - Feature #12348

### roi\_in, piece

10/02/2018 06:07 PM - Jesus Christ

<b>Status:</b>	Closed: invalid	<b>Start date:</b>	10/02/2018
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Darkroom	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.6.0	<b>bitness:</b>	64-bit
<b>Affected Version:</b>	2.4.4	<b>hardware architecture:</b>	amd64/x86
<b>System:</b>	Mac OS X		

#### Description

Hello!

I want to rewrite the module "shadhi.c". In every iop module are described function process() with input arguments "struct dt\_dev\_pixelpipe\_iop\_t \*piece" and "const struct dt\_iop\_roi\_t \*const roi\_in".

Could you explain pls how variables roi\_in and piece are chosen? These values are constantly changing every time. I can't find it in the code.

What does "roi\_in->scale" and "piece->iscale" mean?

Thank you.

#### History

##### #1 - 10/03/2018 06:48 AM - Aurélien PIERRE

- Status changed from New to Closed: invalid

Hi, this is not really a bug nor a feature request, so it would be more appropriate to ask the question on the dev mailing-list or on the IRC chat (see dt's website, page contact).

##### #2 - 10/03/2018 11:33 AM - Jesus Christ

Aurélien PIERRE wrote:

Hi, this is not really a bug nor a feature request, so it would be more appropriate to ask the question on the dev mailing-list or on the IRC chat (see dt's website, page contact).

Sorry, thank you for information!

##### #3 - 10/10/2018 11:19 PM - Roman Lebedev

- Target version set to 2.6.0