

darktable - Bug #12456

filmic: surprising slider behavior related to sanitization

12/10/2018 10:08 PM - Matthieu Moy

Status:	Fixed	Start date:	12/10/2018
Priority:	Low	Due date:	
Assignee:		% Done:	100%
Category:		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

When moving the "middle grey luminance" slider, the "black relative exposure" is sometimes changed, probably to avoid some inconsistencies.

The problem is that when moving the "middle grey luminance" slider back to its initial position, the black slider doesn't come back to the initial position.

Example :

- Click "auto-tune levels". Black and white levels are OK.
- Try a light part of the image with the "middle grey luminance" picker. The dark slider is sanitized.
- Try another part of the image. Now, the dark slider is wrong.

Actually, since the effect of the picker is continuous, this can happen while drawing a single rectangle area with the picker: if one starts the rectangle from a dark pixel, the black cursor will be moved before finishing the rectangle.

One solution would be to keep two values per slider: the sanitized one and the user-defined one. Moving the slider would set both values, and the sanitized one would be the one displayed on the GUI and used in the processing, but the user-defined one would be the starting point for sanitization.

History

#1 - 12/11/2018 01:11 AM - Aurélien PIERRE

- System changed from Ubuntu to all
- % Done changed from 0 to 70
- Status changed from New to Patch attached

That's the limit of trying to automatically clean-up the randomly harmful parameters users might input. My last PR has relaxed the constraint over the black exposure and the dark slider will not be sanitized anymore. <https://github.com/darktable-org/darktable/pull/1893>

#2 - 12/11/2018 04:34 PM - Aurélien PIERRE

- % Done changed from 70 to 100
- Status changed from Patch attached to Fixed

#3 - 12/19/2018 11:15 PM - Roman Lebedev

- Target version set to 2.6.0