

darktable - Bug #12462

darkroom : zoom stuck with mouse wheel : 100% max or back to 200% if superior

12/12/2018 07:57 PM - Nicolas Auffray

Status:	Closed: won't fix	Start date:	12/12/2018
Priority:	Low	Due date:	
Assignee:	Pascal Obry	% 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:	Ubuntu		

Description

In darkroom, zoom with mouse wheel has quite strange behavior. For example, if I'm on 1600%, it's impossible to reduce zoom to intermediate levels. One step with mouse wheel revert it back directly to 200% (try several times).

Other thing, if I'm on 100% level or inferior, it's possible to zoom in or out with mouse wheel but it stops on 100%. I can't go further with mouse wheel.

Of course, it's not a bug quite disturbing as it's quick and easy to use the menu.

I'm using the last 2.6.0rc1 version. I don't know if this behavior was in darktable 2.4.4.

History

#1 - 12/13/2018 01:00 PM - Pascal Obry

100% -> 200% with ctrl+mouse-wheel, this is in the doc :)

For the intermediate zoom level that's just not supported, it is not a bug as it would require quite some coding to have proper rendering.

#2 - 12/13/2018 02:53 PM - Pascal Obry

- Target version changed from 2.6.0 to 2.6.1

- Assignee set to Pascal Obry

What is missing is to be able to control zoom > 200% with the mouse.

#3 - 12/13/2018 06:58 PM - Nicolas Auffray

Ok, I've missed the ctrl+mouse wheel in the doc.

This behavior remains counter intuitive. So it could be a feature for a future version to harmonize this on each level of zoom. So maybe changing this from bug to feature would be more appropriate. It seems I can't change that.

#4 - 12/13/2018 07:36 PM - Pascal Obry

- Status changed from New to Closed: won't fix

No it is not counter intuitive, it makes sure that the zoom level is blocked at 100% to avoid looking at an image with pixels being interpolated. So nothing to fix.

#5 - 12/13/2018 08:19 PM - Nicolas Auffray

Ok, I didn't think about that. Thanks for your answers.

#6 - 12/19/2018 11:15 PM - Roman Lebedev

- Target version changed from 2.6.1 to 2.6.0