That's a strange one. When moving the mouse over the histogram, do you see the buttons for the color channels? Maybe you turned all of them off by accident?

1 Like

Wocket #29   October 2, 2017, 10:06am

Maybe you placed a color picker on a dark (black) spot and activated the 'restrict histogram to selection' option in the color picker module?

joeheb #30   October 2, 2017, 10:56am

Thanks **@houz** and **@Wocket** . I'm going to test it this evening.

Thanks

joeheb #31   October 4, 2017, 9:41pm

Ok, it really was like houz said… (sorry, that was stupid 🙂)

Another thing. I'm trying to get into parametric masks. I created one, whiich should be limited to the dark areas. The mask, which I see suggests, that I have made everything correct (The drawn part of the mask is just for getting rid of a spot in the sky).
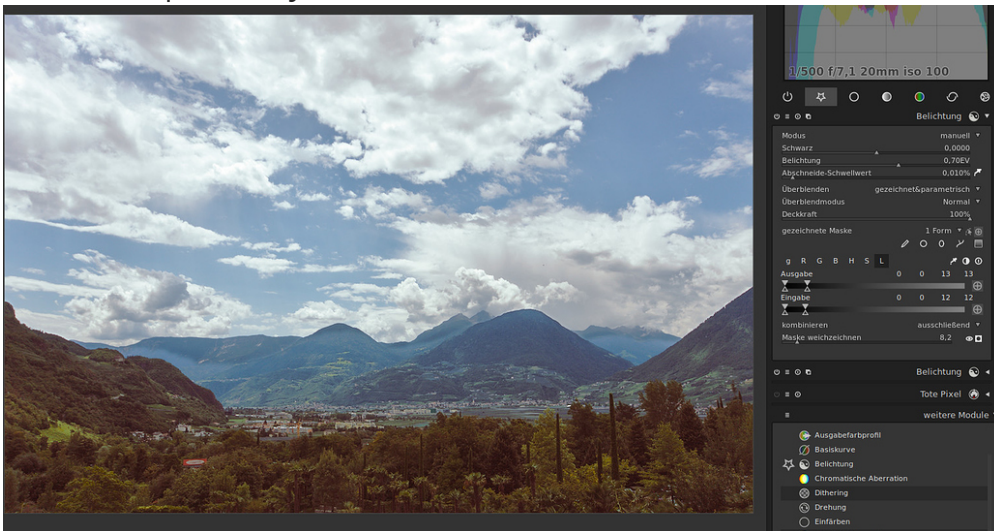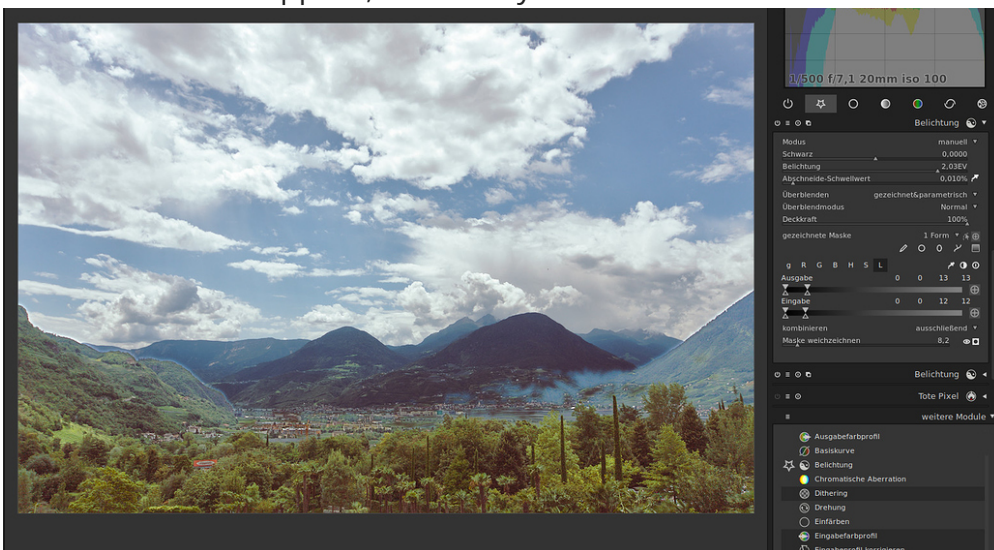Here is the picture:

And here is the mask (so far so good 👍)
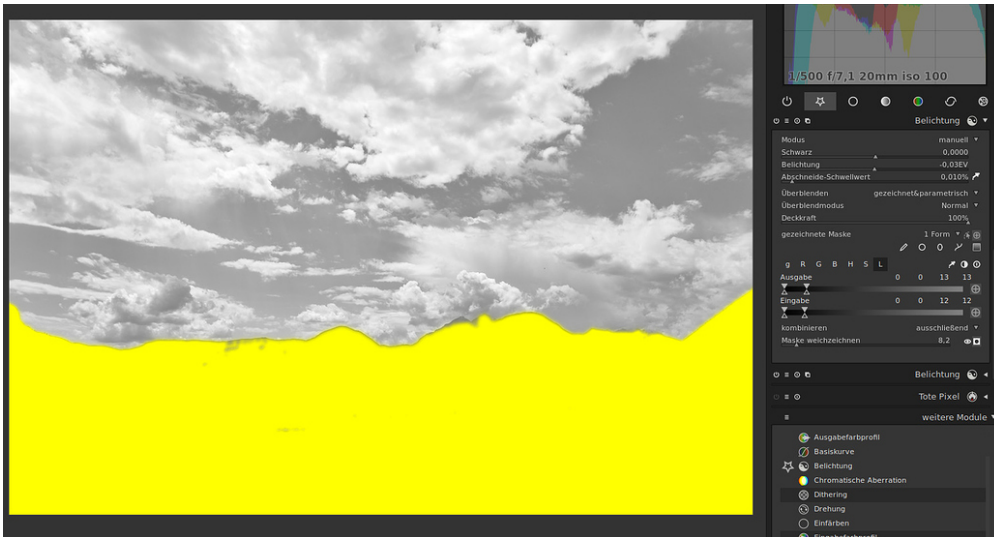
No I do something a little bit extreme just to show, where my problem is. Here is what happens if I raise the exposure by +0,70 EV

And here is what happens, if I raise by 2 EV.

What goes wrong here? While raising the EV I clearly see that the formerly pushed area gets dark again and then the rest gets brightened up.

thanks

Edit: OK, it seems that limiting the output is part of the problem (No I do understand the different influence of input / output a little bit better). But shouldn't everything gets brightened up to a specific amount (instead of getting darker again)?

edit again: grml, it seems that changing the EV changes the mask itself. Is that intended? Thanks

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msd #32   October 5, 2017, 9:07am

> joeheb:
>
> What goes wrong here? While raising the EV I clearly see that the formerly pushed area gets dark again and then the rest gets brightened up.

As you said yourself, this is because you have added a luminosity mask on the output values. This kind of a mask says Darktable to select pixels which their values AFTER processing the image (here, increasing the exposure) will be in the range you have specified. So, when you raise exposure by 0.7, the luminance values of the mountains AFTER applying +0.7 EV are still in the range you have specified for the output values. But when you raise exposure by 2, the luminance value of this area AFTER applying +2 EV gets brighter than the specified range of output values. Therefore, they would not be included in your mask anymore, as indicated in your last screenshot.

2 Likes

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joeheb #33   October 5, 2017, 7:28am

OK thanks, not what I would have expected, but I get the idea behind it. 👍

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houz #34   October 5, 2017, 8:33am

@msd explained it really good. The point to take away is: In almost all cases you want to use the input slider and leave the output slider alone. There might be exceptions to that rule, but I myself never encountered any. 🙂