

AOZ Studio Beta - Bug #48

Graphics cursor position

01/21/2020 07:28 PM - Paul Kitching

Status:	Resolved	Start date:	01/21/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.3.2		
Affected version:	0.9.9.3		
Description			
box 80,10 to 150,50 print xgr,ygr			
In AMOS this gives 80,10 (the start pos), but in AOZ it gives 150,50 (which sounds correct way to do it). It could possibly be an option in a strict AMOS mode, as it could potentially mess up a program.			
V 0.9.3			

History

#1 - 01/23/2020 08:45 PM - Baptiste Pillot

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/443>
- run : <https://www.amos2.fr/run/tickleman/48/>
- the result is 150,50 with both versions 0.9.3 and 0.9.3.1
- the manifest.hjson file I used is the default one given by AOZ Studio Beta (PC mode). Please send yours, or better a zip of the directory where you reproduced the test case.

#2 - 01/23/2020 10:15 PM - Paul Kitching

Yes, that's what I get in AOZ. That looks to be the correct way I expect it to behave, BUT in AMOS it gives the start co-ords, not the end co-ords. It seems AMOS is wrong, but if this is used in an old AMOS program in AOZ, it would cause a problem. I think that if it's in AMOS mode it should give the same results as AMOS did. In this case, 80,10 I'm not sure how much it was used, so he might want to leave it as it is. It depends how compatible he wants it to be, even if the AMOS way looks wrong.

#3 - 01/24/2020 08:32 AM - Francois Lionet

- Status changed from New to Feedback
- Target version set to 0.9.3.2

Fixed it. Yet could you check the compared behaviors for this for all the graphic functions? Like Polygon, Polyline, Circle, Ellipse? And report? This would save me some time. ;) Thank!

#4 - 01/24/2020 09:27 AM - Anonymous

Yes, I'll test the other functions when I get home.

#5 - 01/24/2020 04:41 PM - Paul Kitching

Right, here are my findings:
Initial values are correct (0,0)
Circle is correct (middle point)
Box: AOZ gives end co-ords, AMOS gives start co-ords. It sounds like this is the one you have fixed.
Polyline correct (last point)
Bar: As box. AOZ is end, AMOS is start.
Draw is correct (end point)
Ellipse is correct (middle point)
Polygon: AOZ gives last specified point, AMOS gives the point where it started (this could be the previous value of xgr,ygr and not specified in the polygon command)

Program used to test it:

```
cls 0
ink 2:paper 0
xy
circle 20,20,5
xy
box 40,25 to 50,35
xy
polyline 55,60 to 45,45 to 50,40
xy
bar 60,20 to 70, 30
xy
draw 80,25 to 90,35
xy
ellipse 100,20,10,5
xy
polygon to 107,40 to 95,45
xy

procedure xy
  locate 20,:print xgr,ygr:wait key
end proc
```

AMOS returned:

```
0,0
20,20
40,25
50,40
60,20
90,35
100,20
100,20
```

AOZ:

```
0,0
20,20
50,35
50,40
70,30
90,35
100,20
95,45
```

#6 - 02/01/2020 06:34 AM - Baptiste Pillot

Still not working with AOZ 0.9.3.2 :

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/453>
- run : <https://www.amos2.fr/run/tickleman/48-b/>

Result as described by Paul :

- box : OK
- box : BAD
- polyline : OK
- bar : BAD
- draw : OK
- ellipse : OK
- polygon : BAD

#7 - 03/11/2020 06:51 PM - Paul Kitching

Still a problem in 0.9.6.3

Amiga mode gets the last one wrong (doesn't use starting position of polygon), and the PC mode is mostly wrong (the same as when first mentioned).

#8 - 03/24/2020 02:56 PM - Paul Kitching

- Affected version changed from 0.9.3 to 0.9.7

#9 - 07/12/2020 11:34 PM - Brian Flanagan

- Affected version changed from 0.9.7 to 0.9.9.3

Re-tested in AOZ 0.9.9.3 test 2:

Circle: Both OK

Box: Both AMOS Pro & AOZ are wrong (40,25), should return box origin in Strict AMOS Pro mode, but last point (50,35) in AOZ.
Polyline: Both OK
Bar: AMOS Pro is wrong (60,20), AOZ is correct (70,30) ' should return box origin in Strict AMOS Pro mode.
Draw: Both OK
Ellipse: Both return center #1. I think they should return center #2, since that was the last point defined.
Polygon: AOZ (95,45) correct. AMOS Pro returns PREVIOUS origin - WRONG (but should return in Strict AMOS Pro mode.)

All the same problems exist. Altered affected version accordingly.

NOTE: Something I discussed with Francois some time back:
Perhaps we should have a Strict mode (including bugs) and a patched mode*, as well as the fully corrected AOZ mode.

*Some of the bugs in AMOS Pro were patched later.

#10 - 09/08/2021 06:29 AM - David Baldwin

- *Status changed from Feedback to Resolved*