AOZ Studio Beta - Bug #120

Rainbow Height

02/05/2020 08:40 AM - Nick Morison

Status: Feedback Start date: 02/05/2020

Priority: Low Due date:

Assignee: Francois Lionet % Done: 0%

Category:

Estimated time: 1:00 hour

Target version: 0.9.5 Affected version: Beta 2

Description

The rainbow command seems to be ignoring the last parameter (the height).

The below draws one 32 pixel high bar in Amos, but fills the screen in AOZ:

#manifest:"amiga" #fullScreen:true set rainbow 0,1,32,"","","(1,1,15)(1,-1,15)" rainbow 0,0,100,32 // height (last parameter) ignored wait key

History

#1 - 02/22/2020 11:22 AM - François Lionet

- Status changed from New to Resolved
- Target version set to 0.9.5

Fixed!

#2 - 03/07/2020 12:37 PM - Baptiste Pillot

- File capture2.png added
- File capture1.png added
- Description updated
- Status changed from Resolved to Feedback
 - source : https://www.amos2.fr/ide/Amos2/Ide/Program/477
 - run : https://www.amos2.fr/run/tickleman/120
 - result : a 31 pixels (with upscaling) height rainbow.

It's not exactly 32 pixels, but 31. Is it right? not sure.

Look at the capture2.png file: 124 pixels height (4x31), instead of 128 pixels.

capture2.png

#3 - 10/07/2020 12:39 PM - Brian Flanagan

- Priority changed from Normal to Low
- Estimated time set to 1:00 h

#4 - 12/07/2020 09:39 PM - Brian Flanagan

- Affected version changed from 0.9.4 to Beta 2

Re-tested in Beta 2.

It's broken worse now. I just get a black screen instead of what Pillot saw.

Files

04/20/2024 1/2

 capture2.png
 840 Bytes
 03/07/2020

 capture1.png
 7.97 KB
 03/07/2020

Baptiste Pillot

Baptiste Pillot

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