

AOZ Studio Beta - Bug #128

Text Base returns wrong values.

02/05/2020 11:27 AM - Brian Flanagan

Status:	Closed	Start date:	02/05/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.5		
Affected version:	0.9.5.1		

Description

Example: Help_79 from AMOSPro_Examples disk.

The wrong Text Base is why the Bar height is wrong (too short). Text Base should return between 6 and 18 for this example, but instead return between 0 and 2. (These values were obtained by making some modifications to Help_79, and running the code on AOZ and UAE.) The entire functional code with the modifications annotated are shown below:

```
Screen Open 0,640,200,16,Hires : Flash Off
Palette $0,$300,$30,$3,$330,$303,$33,$320,$FFF,$F00,$F0,$F,$FF0,$F0F,$FF,$F70
Curs Off : Cls 0 : Ink 3,0
```

```
Set Paint 1 : Gr Writing 0
```

```
Get Fonts
```

```
Do
  For S=1 To 7
    Set Text S
    For F=1 To 7
      If Mouse Key Then Exit 3
      Set Font F
      T$="AMOS Professional" : Rem Set as variable to simplify BJJ
      L=Text Length(T$) : Rem BJJ
      B=Text Base
      LB=Text Length(Str$(B)) : Rem Get length of B (as string). BJJ
      I=Rnd(6)+1
      Ink I,,Rnd(15)
      X=Rnd(350)+5 : Y=Rnd(175)
      Bar X,Y To X+L+8+LB,Y+B+8 : Rem Add LB to bar width. BJJ
      Ink I+8,I
      Text X+4,Y+B+4,T$+Str$(B) : Rem Append B to T$. BJJ
      Wait 10
    Next
  Next
  Wait 10
Next
Loop
```

FYI: Used " : Rem " vs just "' to ensure code works on both AOZ and UAE.

History

#1 - 02/22/2020 06:49 AM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.5

Fixed!

#2 - 02/28/2020 08:46 PM - Brian Flanagan

- Status changed from Resolved to Closed

- *Affected version changed from 0.9.4 to 0.9.5.1*

Retested in 0.9.5.1. It's working now!

(Help_79, and my example above still have some other issues though including Gr Writing mode not working.)