

## AOZ Studio Beta - Bug #135

### Dual Playfield not working

02/05/2020 11:05 PM - Nick Morison

<b>Status:</b>	Closed	<b>Start date:</b>	02/05/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.5		
<b>Affected version:</b>	0.9.4		

#### Description

in in the below code only the circles can be seen on Aoz, the bars on screen 1 can't be seen (tested this code on Amos and both can be seen):

```
#manifest:"amiga"  
#fullScreen:true  
#splashScreen:false  
  
Screen Open 0,320,200,8,Lowres  
Curs Off : Flash Off : Cls 0  
For T=0 To 10  
  Circle Rnd(320),Rnd(200),Rnd(50)+10  
Next  
  
Screen Open 1,320,200,8,Lowres  
Curs Off : Flash Off : Cls 0  
For T=1 To 10  
  BX=Rnd(320)  
  BY=Rnd(200)  
  Bar BX,BY To BX+50,BY+50  
Next  
Dual Playfield 1,0  
Wait Key
```

#### History

##### #1 - 02/22/2020 06:34 AM - Francois Lionet

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

Fixed!

##### #2 - 03/07/2020 01:44 PM - Baptiste Pillot

- File capture.png added
- Description updated
- Status changed from Resolved to Closed

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/483>
- run : <https://www.amos2.fr/run/tickleman/135>
- now bars are visible.

Notice : I am not a "playfields specialist", but I do not understand how the two screens overlap each other (out of this issue scope, so I close) :

capture.png

#### Files

capture.png	34.8 KB	03/07/2020	Baptiste Pillot
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