

AOZ Studio Beta - Bug #141

Ordering the Screen layers are not working now

02/06/2020 05:04 PM - Giovanni Cardona

Status:	Feedback	Start date:	02/06/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.5		
Affected version:	0.9.4		

Description

Hello Wizards;

I uploaded to AOZ a screen demo I was working on a Pre-AOZ engine, and there's something wrong now with the manipulation of screen layers. It seems like it is inverted and jumping a number.

Can't precisely explain what is happening so I made two screen recordings to demonstrate the issue.

The culprit code is a loop that move screen 1 back and forth between layers.

```
screen 1 : 'scale and move up ball between screens
Bob Scale 1,1/lyball,1/lyball
Bob 1, (mscreenHalfx-bobhalfsize), (mscreenHalfy-bobhalfsize) - (lyball*bobquartsize)+bobquartsize,1
're-arrange screen layers to move ball between layers
for ly=2 to 4
  Screen to back ly
  if lyball=ly
    Screen to back 1
  end if
next ly
```

I do a loop before this one, that position the screens in order and move it using Screen Display commands.
(Sorry for the sluggish screen recording)

History

#1 - 02/06/2020 05:10 PM - Giovanni Cardona

Sorry I selected this is an issue of 0.9.5, I meant to select 0.9.4 from the list.

#2 - 02/22/2020 06:15 AM - Francois Lionet

- Status changed from New to Feedback

- Assignee set to Francois Lionet

- Target version set to 0.9.5

Please provide me the complete code + graphics (or .AMOS)... I need to be in the same situation and would spend 1/2 hour trying to recreate your example... ;)

#3 - 02/24/2020 02:11 AM - Anonymous

I'm trying to upload de zip files but it doesn't accept the password I used to create the account :(

#4 - 02/24/2020 02:23 AM - Giovanni Cardona

- File screenlayersAOZ.zip added

- File screenlayers.zip added

Hello. I uploaded the zip files from another account. Sorry for the lack of examples before, I have now a dedicated Windows 10 virtual machine to play with this (I use mac).

I hope you still can run previous AMOS2 projects and notice that the ordering of the screens seems to be shifted.

#5 - 07/12/2020 10:36 PM - Brian Flanagan

- Affected version changed from 0.9.5 to 0.9.4

Changed affected version per Giovanni Cardona's note.

#6 - 07/12/2020 10:46 PM - Brian Flanagan

Apparently, this is worse now, since screenlayersAOZ.zip doesn't work AT ALL in 0.9.9.3 Test 2.

Files			
PREAOZSCREENLAYERS.mov	3.98 MB	02/06/2020	Giovanni Cardona
AOZSCREENLAYERS2.mov	3.8 MB	02/06/2020	Giovanni Cardona
screenlayers.zip	24.4 KB	02/24/2020	Giovanni Cardona
screenlayersAOZ.zip	21.1 KB	02/24/2020	Giovanni Cardona