AOZ Studio Beta - Bug #146

Load image - colour 0,0,0, and 255,255,255 not displaying properly after palette command

02/06/2020 11:02 PM - Paul Kitching

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

Description

Both pure black and pure white are not displaying properly if you change the palette after the picture is loaded.

```
#manifest: "pc"
cls 0
load image "test.png"
palette $000000,$FFFFFF,$FF0000,$00FF00,$0000FF,$00FFFF,$FF00FF,$FFFF00,$BBBBBB,$BB0000,$00BB00,$0000BB,$00BBBB,$BB00BB,$BBBB00,$777777,$770000,$007700,$000077,$007777,$770077,$777700,$333333,$330000,$003300,$000033,$003333,$330033,$333300
wait key
```

This shows the picture correct if you put the palette before the load image command.
The two attached pics are of the loaded picture after the palette (black/white - correct), and before the palette (pink, dark grey, black, white - incorrect). The palette overrides the black and white of the loaded image.

History

#1 - 09/19/2021 05:57 PM - Paul Kitching

- Status changed from New to Closed

Working in Beta 10.

Files

TestCapture.PNG	429 Bytes	02/06/2020		Paul Kitching
test.png	573 Bytes	02/06/2020		Paul Kitching