

AOZ Studio Beta - Bug #203

Rotate + zoom + skew screen screws up display

02/14/2020 11:24 AM - Laurant Weill

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|--------------------------|-----------------|------------------------|------------|
| Status: | Resolved | Start date: | 02/14/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | Francois Lionet | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | | | |
| Affected version: | | | |
| Description | | | |

History

#1 - 02/21/2020 06:10 PM - Francois Lionet

- Assignee set to Francois Lionet
- Priority changed from High to Normal

Put this back in 'normal' priority-> work needed on renderers, long, will be corrected then. Just do not rotate screens for the moment.

#2 - 09/08/2021 11:42 AM - David Baldwin

- Status changed from New to Resolved