

AOZ Studio Beta - Bug #278

Making a display over 720 heigh doesnt render

02/29/2020 02:14 PM - Truls Osmundsen

Status:	Rejected	Start date:	02/29/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.5.1		

Description

When making a disply over 720 it will not render anything below 720.

```
`  
#manifest: "pc"  
#displayWidth:1024  
#displayHeight:900  
#fullScreen:true  
#googleFont:"smokum"  
#fps:false  
#splashScreen:false  
#noWarning:"variable_not_declared"
```

```
// This will render:  
plot 150,700,1
```

```
/This will not:  
plot 150,750,1`
```

History

#1 - 02/29/2020 09:13 PM - Truls Osmundsen

When using a screen open-command of the same size as the display this error goes away.
In pc-mode, the screen 0 should be the same size as the display though :)

#2 - 09/20/2020 10:01 PM - Brian Flanagan

- Status changed from New to Rejected

This is normal.

The reason your plotted point is not appearing, is that the default screen size (**Screen Width** and **Screen Height**) for PC mode (now AOZ mode) is **1280 x 720**. The point at 150,750 is off the screen (>719).