

## AOZ Studio Beta - Bug #299

### Background screen on a Dual Playfield sits 100 pixels lower down the screen than it should.

03/09/2020 10:03 PM - David Baldwin

<b>Status:</b>	Closed	<b>Start date:</b>	03/09/2020
<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>	0.9.8.1		
<b>Affected version:</b>	0.9.6.2		

#### Description

Background screen on a Dual Playfield sits 100 pixels lower down the screen than it should.

In example, both screens are same size, colours etc. Screen 0 is double buffered, screen 1 isn't.

Run program. Background (screen 0) is cleared with colour 8 (Grey)

Animated Bob is position at y coord 0, and has a centred hot spot, you'll see only half of it is visible.

Press 't', then press any key to draw further bars on Screen 1. Note when counter reaches 100, the bar touches the top of screen 0.

New in 0.9.6.2, you'll also see colour 0 on the bob is now a solid grey colour.

#### History

##### #1 - 04/16/2020 05:45 AM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.8.1

Ooops, some debugging code I forgot... Fixed!

##### #2 - 04/16/2020 05:55 PM - David Baldwin

- Status changed from Resolved to Closed

#### Files

DualPlayfieldTest.aozip	6.48 KB	03/09/2020	David Baldwin
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