AOZ Studio Beta - Bug #310

On baox game, screen goes black when window is resized.

03/16/2020 09:03 AM - Brian Flanagan

Status:	Closed		**Start date:**	03/16/2020
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:				
Affected version:	0.9.9.4			

Description

Screens affected: Initial "PRESS A KEY", title screen, and level display screen.
Once in game play, this is not a problem.

It seems like there should be an automatic redraw in AOZ when the window is resized. Other applications don't have this problem. I'm not sure what's different about this one.

History

#1 - 08/04/2020 08:17 AM - Baptiste Bideaux

- Status changed from New to Resolved

- Affected version changed from 0.9.6.4 to 0.9.9.4

#2 - 09/03/2020 07:47 PM - Brian Flanagan

- Status changed from Resolved to Closed

Re-tested in 0.9.9.4 RC1. Working! :-)