

AOZ Studio Beta - Bug #412

Sprites not holding position if going to fullscreen in amiga manifest mode

07/20/2020 12:09 PM - malcolm harvey

Status:	Resolved	Start date:	07/20/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	4:00 hours
Target version:	Beta RC3		
Affected version:	0.9.9.3		
Description			
If using amiga manifest mode, for example in 320x256 screen size, if you position a sprite on some coordinate on the screen, it is where you positioned it x,y etc when the program is run in non fullscreen mode, but if you then go to full screen, the sprite moves way up and left.			

History

#1 - 07/20/2020 12:13 PM - malcolm harvey

malcolm harvey wrote:

If using amiga manifest mode, for example in 320x256 screen size, if you position a sprite on some coordinate on the screen, it is where you positioned it x,y etc when the program is run in non fullscreen mode, but if you then go to full screen, the sprite moves way up and left.

Also Note: This was ok in previous versions.

#2 - 09/19/2020 11:16 AM - Brian Flanagan

- Status changed from New to Feedback

- Estimated time set to 4:00 h

Can you provide a simple example we can test?

#3 - 09/27/2020 05:40 PM - Francois Lionet

- Status changed from Feedback to Resolved

- Target version set to Beta RC3

Fixed in RC2