

AOZ Studio Beta - Bug #434

Mouse position coordinates not correct when screen or window is resized

08/04/2020 09:44 PM - malcolm harvey

Status:	Closed	Start date:	08/05/2020
Priority:	Normal	Due date:	
Assignee:	AOZ Studio Team	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.9.4-r2		
Affected version:	0.9.9.4		

Description

Prob using xm & ym coordinates or reading the same mouse position from 0,0 to screen width and screen height should be same no matter how wide or high the screen or rather window is resized.

ie:

xm=X Mouse

ym=Y Mouse

xm and ym hold mouse coordinate but then when window resizes, the coordinate system of course changes and becomes no good always diff.

It should keep the same thing no matter what size for mapping systems on screen or for mouse clicks etc.

eg: coord checking of 0-319hor and 0-255ver eg: for a 320 x 256 screen regardless of window size on screen or full screen as this is just scaling

should not effect it.

History

#1 - 08/07/2020 07:32 AM - Baptiste Bideaux

- Status changed from New to Resolved

- Target version set to 0.9.9.4-r2

#2 - 09/04/2020 04:58 PM - Brian Flanagan

- Status changed from Resolved to Closed