

AOZ Studio Beta - Bug #716

All patterns for Set Pattern are wrong (resolution reduced)

04/06/2021 06:05 AM - Brian Flanagan

Status:	Resolved	Start date:	04/05/2021
Priority:	Low	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:			
Affected version:	1.0.0 (B7)		
Description			
In either manifest, pattern 9 and 23 have glitches. (Seems like this should be easy to fix.)			

History

#1 - 04/06/2021 06:12 AM - Brian Flanagan

Pattern 9 should be a continuous scale-like pattern.
Pattern 23 should be thick solid diagonal lines.

#2 - 04/06/2021 03:09 PM - Francois Lionet

- Status changed from New to Feedback
- Assignee set to Francois Lionet

Will be fixed with real Amiga renderer.

#3 - 04/06/2021 03:50 PM - Brian Flanagan

Thanks for the update, Francois!

I know this is low priority, but when you get around to it, it is a problem in **both** manifests... although it will probably bother the AMOS/Amiga people the most, since they know how it is *supposed* to work. ;-)

Here are some notes:

I researched this further and found the problem. Actually **all** of the patterns are wrong. The problem is that they're supposed to be 16 x 16 pixel patterns, but they're being mapped to 8 x 8 pixel patterns, so with the reduction to 1/4 of their original resolution, they're *never* going to look quite right. It just so happens that patterns # 9 and # 23 have the most visible flaws. (In particular #9.)

(Later I'll add screen shots of the correct patterns 9 & 23, so it will be obvious.)

To correct this will require re-writing the pattern fill code to accommodate the full 16 x 16 pixel patterns.

#4 - 04/11/2021 08:20 PM - David Baldwin

I've fixed pattern 23. Can't figure out what 9 is supposed to be, even on Amos. All the rest work as 8 bit patterns so I would guess that's the way they were intended. Maybe it's a bug on Amos that 9 is messed up? I've changed it to a nice brick pattern for now, so at least it looks like something. Can easily be changed back if the Amiga purists complain.

#5 - 04/12/2021 11:46 AM - Brian Flanagan

- Subject changed from *Some patterns for Set Pattern are wrong* to *All patterns for Set Pattern are wrong (resolution reduced)*

Thanks, Dave!

Pattern 9 is an unusual pattern, but I don't *think* it's a bug in AMOS. The pattern is more complex than the rest of them, that there's no way to represent it as an 8x8 pattern. I'll add the snapshots here today. I hadn't added them yet since Amiga Forever is installed on my old machine which isn't networked right now, so I have to **manually** copy the files over.

This is way low priority... so don't worry about it right now. Leaving them as 8-bit isn't a huge deal at this point. We can fix it later. It will just be annoying having them the wrong size (and at the lower resolution)... however, I actually wrote a little program in AMOS to output all of the patterns as they should be to a file. This should make it easier when we get around to fixing this for real. (Maybe then we can implement the negative patterns [sprites/bobs] as well.) ;-)

#6 - 10/05/2022 10:13 PM - David Baldwin

Old Amos patterns now auto scaled up to 4x in AOZ mode, and patterns from images are now possible, also fully scalable.

#7 - 10/05/2022 10:13 PM - David Baldwin

- Status changed from Feedback to Resolved

Files

Pattern9-Wrong.png	3.75 KB	04/06/2021	Brian Flanagan
Pattern23-Wrong.png	3.57 KB	04/06/2021	Brian Flanagan