

AOZ Studio Beta - Bug #730

Font height problem

04/22/2021 08:12 PM - Paul Kitching

Status:	Closed	Start date:	04/22/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	Beta 7		

Description

A strange problem with the font height is happening. It might be something to do with GR WRITING 5 and using different font heights. This shows the font halving in height after the larger font:

```
#manifest: "amiga"  
#splashScreen:False  
#amigaFont: "arial"  
cls 0  
ink 2 // use for Amiga  
//ink 1 // Use for AOZ  
  
gr writing 5  
set font "arial",15  
text 10,40,"Testing the font spacing"  
gr writing 1  
set font "arial",40  
text 10,90,"Testing the font spacing"  
gr writing 0  
set font "arial",15  
text 10,120,"Testing the font spacing"  
gr writing 1  
set font "arial",25  
text 10,140,"Testing the font spacing"  
gr writing 5  
set font "arial",15  
text 10,160,"Testing the font spacing"  
wait key
```

I also have a program that has the same problem, but the fonts are seemingly randomly normal or squashed. Once it picks a letter to squash, all times it's used will be squashed, then after running a bit more and drawing the screen again all the characters can become squashed.

[clipboard-202104222110-g7pdh.png](#)

History

#1 - 04/22/2021 08:13 PM - Paul Kitching

- Status changed from New to Closed

Duplicate. I got an error on first submission.