

AOZ Studio Beta - Bug #805

The circle command doesn't use the graphics cursor for positioning as it should.

07/28/2021 04:08 AM - Brian Flanagan

Status:	Closed	Start date:	07/27/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B9) u16		
Description (I'm actually testing 1.0.0 B9 u16+... more that u16, but not specified) Instead, it defaults to 0,0 if the center coordinates aren't specified. Example 1: <pre>Gr Locate 100,100 ' place center at 100,100 Circle ,,20</pre> Example 2: <pre>Curs Off : Flash Off Gr Locate 100,100 Draw To 300,300 Circle ,,20 Locate 10,0: Print "The circle should be centered at 300,300 (vs. 0,0)." Locate 10,1: Print "(at the end of the line)" Wait Key Locate 10,3 : Print "Like this:" Circle 300,300,20 Wait Key</pre>			

History

#1 - 08/07/2021 08:54 AM - David Baldwin

Fixed : Check for 'undefined' coords was missing. Also fixed Box, Bar, Disc, Ellipse and Filled Ellipse as they had same problem.

#2 - 08/07/2021 08:55 AM - David Baldwin

- Status changed from New to Resolved

#3 - 09/06/2021 07:50 PM - Brian Flanagan

- Status changed from Resolved to Closed

Working in 1.0.0 (B10) u16

Thanks, Dave!