

## AOZ Studio Beta - Bug #884

### Piskel Sprite editor shows a dark grey background in Beta 11 (U17).

12/28/2021 10:51 AM - malcolm harvey

|  |                  |                        |            |
|--|------------------|------------------------|------------|
| <b>Status:</b>   | Closed           | <b>Start date:</b>     | 12/28/2021 |
| <b>Priority:</b>   | Normal           | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Baptiste Bideaux | <b>% Done:</b>         | 0%         |
| <b>Category:</b>   |                  | <b>Estimated time:</b> | 0:00 hour  |
| <b>Target version:</b>   | none             |                        |            |
| <b>Affected version:</b>   | 1.0.0 (B16) u25  |                        |            |
| <b>Description</b>   |                  |                        |            |
| Piskel Sprite editor worked fine in Beta 10 ( MacOS ) but for some reason it now just shows a dark grey background in Beta 11. ie: Current macOS 10.13.6 (high sierra) and also tried an older 10.11.6 (El Capitan) - both were fine previously. |                  |                        |            |

#### History

#1 - 08/28/2022 09:12 PM - malcolm harvey

- Status changed from New to Closed

- Affected version changed from 1.0.0 (B11) u17 to 1.0.0 (B16) u25

Seams fixed now on monterey and u16 update 25 aoz.  
Closed.