

AOZ Studio Beta - Bug #126

Box command - incompatibility issue

02/05/2020 10:51 AM - Nick Morison

Status:	Resolved	Start date:	02/05/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:			
Affected version:	Beta RC2		

Description

In the below code all 4 sides of the box are visible on screen in Aoz, however in Amos only the left and top are visible (so the box is being drawn 1 pixel too wide and 1 pixel too high):

```
#manifest:"amiga"
```

```
#fullScreen:true
```

```
#splashScreen:false
```

```
screen open 0,320,200,16,lowres
```

```
box 0,0 to 320,200 // (Shows all 4 sides on Aoz, On Amos box 0,0 to 319,199 shows all 4 sides).
```

```
wait key
```

History

#1 - 09/11/2020 05:35 PM - Brian Flanagan

- Status changed from New to Feedback

- Affected version changed from 0.9.4 to Beta RC2

This still affects Beta RC2.

With closer inspection, it appears that the size is not the issue, but rather the origin.

With the origin at 0,0, you only see about half of the border.

With it at 1,1, then you can see the *whole* border at the upper left.

#2 - 09/21/2020 02:02 PM - Brian Flanagan

- Estimated time set to 1:00 h

Related to issue 170.

Re-tested in Beta RC2. Looking better, but still incorrect.

It was actually in error that you were seeing all 4 sides.

A 320 x 200 display goes from 0,0 to 319,199, so if you're seeing the right and bottom edge, that is a bug! (The bottom right edges should have been clipped.)

You should actually be testing:

Box 0,0 To 319,199 // for a full-sized box on a 320 x 200 screen.

Also, your results won't be entirely accurate until the rendering engine has been updated, since the lines drawn are too wide. You can tell from the following example, however, that the ORIGIN is offset by 1 pixel in both the X and Y direction.

NOTES:

1. On the white box, the thin lines top and left, due to upper left coordinates being offset by -1 pixels in both x and y direction.
2. The RED box is all uniform in thickness, but fully over-writes the top and left edges of the white box. This further proves that the origin is offset by -1,-1.
3. When the boxes are drawn 2 pixels apart, the red box looks uniform in size, but you now see a thin white line above and to the left. This further proves that the origin is offset by -1,-1.
4. Again with the boxes drawn 2 pixels apart, the RED and YELLOW boxes appear completely uniform, however, the white box is still offset by 1 pixel top and left.
5. The problem exists in both Amiga and AOZ modes, however it appears that the AOZ mode is MORE correct. You can see the black line between the colored lines. The lines, however, are still drawn too thick in both manifests. In other words, the black line in-between should be the

same thickness as the box lines.

```
#manifest:"amiga"  
#fullScreen:true  
#displayWidth: 320  
#displayHeight: 200  
#splashScreen:false
```

```
Screen open 0,320,200,16,lowres  
If Manifest$="amiga"  
  Palette 0,$FFF,$F00,$FF0 // black, white, red  
Else  
  Palette 0,$FFFFFF,$FF0000,$FFFF00 // black, white, red  
End If
```

```
cls 0 : Curs Off : Pen 1 : Paper 0  
Ink 1 : Box 0,0 to 319,199 // White box. (Full screen area.)  
Wait Key  
Ink 2 : Box 1,1 to 318,198 // Red box should be just inside the white box.  
Wait Key  
Ink 3 : Box 2,2 To 317,197 // Yellow box should be just inside the red box.  
Locate 1,1 : Print Screen Width;" x ";Screen Height  
wait key  
cls 0  
Ink 1 : Box 0,0 to 319,199 // White box. (Full screen area.)  
Wait Key  
Ink 2 : Box 2,2 to 317,197 // Red box should be just inside the white box.  
Wait Key  
Ink 3 : Box 4,4 To 315,195 // Yellow box should be just inside the red box.
```

#3 - 09/08/2021 06:30 AM - David Baldwin

- Status changed from Feedback to Resolved