

AOZ Studio Beta - Bug #135

Dual Playfield not working

02/05/2020 11:05 PM - Nick Morison

Status:	Closed	Start date:	02/05/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.5		
Affected version:	0.9.4		

Description

in in the below code only the circles can be seen on Aoz, the bars on screen 1 can't be seen (tested this code on Amos and both can be seen):

```
#manifest:"amiga"  
#fullScreen:true  
#splashScreen:false  
  
Screen Open 0,320,200,8,Lowres  
Curs Off : Flash Off : Cls 0  
For T=0 To 10  
    Circle Rnd(320),Rnd(200),Rnd(50)+10  
Next  
  
Screen Open 1,320,200,8,Lowres  
Curs Off : Flash Off : Cls 0  
For T=1 To 10  
    BX=Rnd(320)  
    BY=Rnd(200)  
    Bar BX,BY To BX+50,BY+50  
Next  
Dual Playfield 1,0  
Wait Key
```

History

#1 - 02/22/2020 06:34 AM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.5

Fixed!

#2 - 03/07/2020 01:44 PM - Baptiste Pillot

- File capture.png added
- Description updated
- Status changed from Resolved to Closed

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/483>
- run : <https://www.amos2.fr/run/tickleman/135>
- now bars are visible.

Notice : I am not a "playfields specialist", but I do not understand how the two screens overlap each other (out of this issue scope, so I close) :

capture.png

Files

capture.png	34.8 KB	03/07/2020	Baptiste Pillot
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