

AOZ Studio Beta - Bug #203

Rotate + zoom + skew screen screws up display

02/14/2020 11:24 AM - Laurant Weill

Status:	Resolved	Start date:	02/14/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:			
Description			

History

#1 - 02/21/2020 06:10 PM - Francois Lionet

- Assignee set to Francois Lionet
- Priority changed from High to Normal

Put this back in 'normal' priority-> work needed on renderers, long, will be corrected then. Just do not rotate screens for the moment.

#2 - 09/08/2021 11:42 AM - David Baldwin

- Status changed from New to Resolved