

## AOZ Studio Beta - Bug #278

### Making a display over 720 heigh doesnt render

02/29/2020 02:14 PM - Truls Osmundsen

<b>Status:</b>	Rejected	<b>Start date:</b>	02/29/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	0.9.5.1		

#### Description

When making a disply over 720 it will not render anything below 720.

```
`  
#manifest: "pc"  
#displayWidth:1024  
#displayHeight:900  
#fullScreen:true  
#googleFont:"smokum"  
#fps:false  
#splashScreen:false  
#noWarning:"variable_not_declared"
```

```
// This will render:  
plot 150,700,1
```

```
/This will not:  
plot 150,750,1`
```

#### History

##### #1 - 02/29/2020 09:13 PM - Truls Osmundsen

When using a screen open-command of the same size as the display this error goes away.  
In pc-mode, the screen 0 should be the same size as the display though :)

##### #2 - 09/20/2020 10:01 PM - Brian Flanagan

- Status changed from New to Rejected

This is normal.

The reason your plotted point is not appearing, is that the default screen size ( **Screen Width** and **Screen Height** ) for PC mode (now AOZ mode) is **1280 x 720**. The point at 150,750 is off the screen (>719).