

AOZ Studio Beta - Bug #405

Display Width displaying Display Height

06/29/2020 07:05 PM - David Baldwin

Status:	Closed	Start date:	06/29/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.9.4		
Affected version:	0.9.9.3		
Description			
Simple one:-			
Function "Display Width"			
{			
}			
End Function({this.aoz.displayHeight()}) <---- OOPS!			

History

#1 - 07/02/2020 11:47 AM - Brian Flanagan

- Affected version changed from 0.9.9.1 to 0.9.9.3

Changed affected version to 0.9.9.3 (tested in 0.9.9.3 Test2 with same results)

#2 - 07/04/2020 09:16 AM - Brian Flanagan

I successfully applied the following patch to my display.aoz, per this bug report.
I recommend this patch be applied in the next release of AOZ.

```
@name:Display Width
@description:Return the width of the display canvas in PC mode, and the width of the emulated TV set in retro-
machine emulation mode
api*/
Function "Display Width"
{
}
End Function( { this.aoz.displayWidth()} ) // BJF Fixed 7/2 - per Dave Baldwin's bug report``
```

#3 - 07/04/2020 09:18 AM - Brian Flanagan

Sorry, the first line got chopped off on my previous update:

```
/**api
@name:Display Width
@description:Return the width of teh display canvas in PC mode, and the width of the emulated TV set in retro-
machine emulation mode
api*/
Function "Display Width"
{
}
End Function( { this.aoz.displayWidth()} ) // BJF Fixed 7/2 - per Dave Baldwin's bug report
```

#4 - 07/20/2020 01:40 AM - Brian Flanagan

- Status changed from New to Closed

Fixed! BJF

#5 - 07/21/2020 01:22 PM - Brian Flanagan

- Target version set to 0.9.9.4