

AOZ Studio Beta - Bug #406

Channel 0 To Screen Offset or to Screen Display now fail.

07/02/2020 05:54 PM - Brian Flanagan

Status:	Resolved	Start date:	07/02/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.9.4-r2		
Affected version:	0.9.9.3		
Description			
The following commands no longer work: Channel 0 To Screen Offset 0 Channel 1 To Screen Display 0 Instead, they now get a channel_type_not_defined error. Examples: (Straight from the AMOS Pro manual.) Screen Offset problem: <pre>Flash Off : Load Iff "AMOSPro_Examples:Iff/Logo.Iff" Channel 0 To Screen Offset 0 Amal 0, "Loop: Move 0,200,100; Move 0,-200,100; Jump Loop" Amal On Wait Key</pre> Screen Display problem: <pre>Screen Open 0,320,500,32,Lowres : Rem Open tall screen Screen Display 0,320,250 Flash Off : Cls 0 Load Iff "AMOSPro_Examples:Iff/Logo.Iff" Screen Copy 0,0,0,320,250 To 0,0,251 Screen 0: Get Palette (0) Channel 0 To Screen Offset 0 Amal 0, "Loop: Let X=XM-128 ; Let Y=YM-45 ; Pause; Jump Loop" Amal On : Wait Key</pre>			

History

#1 - 08/28/2020 12:58 PM - Brian Flanagan

- Assignee set to Francois Lionet

#2 - 08/28/2020 04:03 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.9.4-r2

Fixed!