

# AOZ Studio Beta - Bug #427

## Rainbows are too dark

08/03/2020 04:42 PM - Nick Morison

<b>Status:</b>	Feedback	<b>Start date:</b>	08/03/2020
<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>	0.9.9.4		

### Description

The below code (from page 140 of the original Amos manual) draws a red rainbow on screen:

```
Set rainbow 0,1,64,"(8,2,8)", "", ""  
Rainbow 0,56,1,255  
Wait Key
```

This works on AOZ but the rainbow is so dark it's barely visible.

### History

#### #1 - 08/28/2020 08:18 AM - Francois Lionet

- Status changed from New to Feedback

You have to be in Amiga mode to run such examples, in Amiga mode, colors are in the form \$RGB whereas in AOZ mode, \$RRGGBB.

If you want this example to work in AOZ mode, you should replace the string with:

```
Set rainbow 0,1,64,"(8,20,8)", "", ""
```

#### #2 - 09/10/2020 07:03 AM - Brian Flanagan

- File *messed\_up\_rainbow.png* added

- File *messed\_up\_in\_AOZ\_Viewer.png* added

Even in the "amiga" manifest the rainbows are really messed up. Here's an example of what the above example produces.

The lines are offset, and there are gaps at irregular intervals.

#### #3 - 09/27/2020 05:39 PM - Francois Lionet

The short color problem is now fixed in the rainbows.

But rainbows need a refactoring to avoid gap, that only happen in full screen where there is too much data to handle. For a next version.

### Files

messed_up_rainbow.png	27.4 KB	09/10/2020	Brian Flanagan
messed_up_in_AOZ_Viewer.png	18.6 KB	09/10/2020	Brian Flanagan