

AOZ Studio Beta - Bug #469

Bob Scale not working correctly for rotated image. (also see #436)

09/06/2020 12:06 PM - David Baldwin

Status:	Closed	Start date:	09/06/2020
Priority:	High	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:	Beta 1		
Affected version:	0.9.9.4-RC1		

Description

When scaling a rotated image, the scaling is done on the normal x and y axis, not on the rotated axis as you'd expect, which then skews the image.

History

#1 - 09/14/2020 12:22 PM - Brian Flanagan

- Priority changed from Normal to High
- Estimated time set to 1:00 h

#2 - 09/14/2020 12:51 PM - Laurant Weill

- Subject changed from Bob Scale not working correctly for rotated image. to Bob Scale not working correctly for rotated image. (also see #436)

#3 - 10/11/2020 10:33 AM - David Baldwin

- File `renderer.js` added

I've managed to fix this in the renderer by utilising the skew elements of `setTransform` to carry out the rotation instead of `rotate`. It seems to work with the examples I've tried it on by there are still issues with the Skew calculations which were there before. I've attached the modified `renderer.js` file. The only lines I've changed are 501-508.

#4 - 11/17/2020 03:37 PM - Francois Lionet

- Status changed from New to Resolved
- Target version set to Beta 1

Was fixed a week ago...

#5 - 11/17/2020 06:27 PM - David Baldwin

- Status changed from Resolved to Closed

Files

<code>renderer.js</code>	27.7 KB	10/11/2020	David Baldwin
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