

AOZ Studio Beta - Bug #539

In Amiga mode, the Plot command draws dots that are of inconsistent size and shape.

10/04/2020 11:57 PM - Brian Flanagan

Status:	Feedback	Start date:	10/04/2020
Priority:	Low	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	2:00 hours
Target version:			
Affected version:	Beta RC3		
Description			
The following code should display a grid of evenly spaced dots, all exactly the same size.			

History

#1 - 10/05/2020 12:03 AM - Brian Flanagan

The code works fine in AOZ/PC mode, but not in Amiga mode.

```
#manifest: "amiga"  
#speed: "safe"  
#displayWidth: 320  
#displayHeight: 256
```

```
scrWidth=320 : scrHeight=256  
Screen Open 0,scrWidth,scrHeight,32,Lowres  
If Manifest$="amiga"  
    Palette $000,$0F0  
Else  
    Palette $000000,$00FF00  
End If  
Flash Off : Curs Off : Cls 0  
Ink 1 ' green  
For x=0 To 319 Step 2  
    For y=0 To 199 Step 2  
        Plot x,y  
    Next y  
Next x
```

#2 - 10/07/2020 07:17 AM - Francois Lionet

- Status changed from New to Feedback

- Assignee changed from AOZ Studio Team to Francois Lionet

Not much can be done against that for the moment I am afraid. This is due to the scaling of a small screen for displaying in a larger screen, and the rounding in calculations.

This will be corrected when finally I have time to implement the real Amiga renderer.