

## AOZ Studio Beta - Bug #565

### Running aoz viewer loses focus on max/min button

11/10/2020 08:14 PM - malcolm harvey

<b>Status:</b>	Closed	<b>Start date:</b>	11/11/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	AOZ Studio Team	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	Beta RC3		
<b>Description</b>			
When you execute to run in the aoz viewer, or f2, if when your game/application opens, and you press the min/max icon top right, after it does min/max each time this toggles, it loses focus of the viewer (Windows currently windows anyways) and you have to click back in there again to continue on with your game/application each time.			

### History

#1 - 01/20/2023 07:20 AM - malcolm harvey

- Status changed from New to Closed

I'll close this ticket now as this seems to be corrected in R1.

Certainly also on MacOS Ventura it is working as well.

Note: It might be more an OS itself issue now I look at it, as Mac does this automatically and works (Autofocus), and I suspect Linux does (I need to test it again), but if Windows does not, (Well it did not in Windows 10 2yrs ago), but I'll test again in Win 11 and if OK now in aoz R1 u38 I'll note it here it was also corrected in an OS fix itself. Again could have been a Microsoft problem.