

AOZ Studio Beta - Bug #676

Screen Open with Amiga resolution causes an error

02/24/2021 10:23 PM - Jason Wroe

| | | | |
|--|-----------------|------------------------|------------|
| Status: | Closed | Start date: | 02/24/2021 |
| Priority: | Normal | Due date: | |
| Assignee: | Francois Lionet | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | | | |
| Affected version: | 1.0.0 (B4) | | |
| Description | | | |
| Screen Open 0,320,250,256,Lowres | | | |
| Causes AOZ to crash, this was a resolution available on Amiga. | | | |

History

#1 - 02/24/2021 10:40 PM - Jason Wroe

This was from an old AMOS game that did work :-

Screen Close 0
Screen Open 0,320,250,32,Lowres

It works if you remove the screen close command.

#2 - 03/31/2021 03:54 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet

Fixed!

#3 - 07/15/2021 10:43 AM - Brian Flanagan

- Status changed from Resolved to Closed

Verified working! :-)