

## AOZ Studio Beta - Bug #730

### Font height problem

04/22/2021 08:12 PM - Paul Kitching

<b>Status:</b>	Closed	<b>Start date:</b>	04/22/2021
<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>	Beta 7		

#### Description

A strange problem with the font height is happening. It might be something to do with GR WRITING 5 and using different font heights. This shows the font halving in height after the larger font:

```
#manifest: "amiga"  
#splashScreen:False  
#amigaFont: "arial"  
cls 0  
ink 2 // use for Amiga  
//ink 1 // Use for AOZ  
  
gr writing 5  
set font "arial",15  
text 10,40,"Testing the font spacing"  
gr writing 1  
set font "arial",40  
text 10,90,"Testing the font spacing"  
gr writing 0  
set font "arial",15  
text 10,120,"Testing the font spacing"  
gr writing 1  
set font "arial",25  
text 10,140,"Testing the font spacing"  
gr writing 5  
set font "arial",15  
text 10,160,"Testing the font spacing"  
wait key
```

I also have a program that has the same problem, but the fonts are seemingly randomly normal or squashed. Once it picks a letter to squash, all times it's used will be squashed, then after running a bit more and drawing the screen again all the characters can become squashed.

[clipboard-202104222110-g7pdh.png](#)

#### History

#1 - 04/22/2021 08:13 PM - Paul Kitching

- Status changed from New to Closed

Duplicate. I got an error on first submission.