

## AOZ Studio Beta - Bug #123

### Rainbow colour mapping issue

02/05/2020 10:04 AM - Nick Morison

<b>Status:</b>	In Progress	<b>Start date:</b>	02/05/2020
<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>	0.9.4		

#### Description

There seems to be an issue when mapping a rainbow onto different colours (other than 0), it leaves a white border around the objects drawn:

```
#manifest:"amiga"
```

```
#fullScreen:true
```

```
#splashScreen:false
```

```
screen open 0,320,200,16,lowres
```

```
curs off: flash off: cls 0
```

```
pen 2 : paper 0: print "This leaves a white border around the text."
```

```
ink 2 : bar 100,100 to 150,150 // white border also drawn around the bar (filled box!!).
```

```
set rainbow 0,2,32,"",,"(1,1,15)(1,-1,15)" // rainbow mapped to colour 2
```

```
rainbow 0,0,0,32
```

```
wait key
```

#### History

#1 - 02/22/2020 08:45 AM - Francois Lionet

- Status changed from New to In Progress

This cannot be corrected today, it is due to the anti-aliasing of the canvas with the Google fonts.  
It will be corrected later.