

AOZ Studio Beta - Bug #706

In Amiga manifest, if color Palette changes, some of the colors don't redraw properly.

03/28/2021 06:24 AM - Brian Flanagan

Status:	Rejected	Start date:	03/27/2021
Priority:	Low	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	4:00 hours
Target version:			
Affected version:	1.0.0 (B6a)		
Description			
Example:			
<pre>#manifest: "amiga" Screen Open 0,320,200,32,Lowres Cls 0 : Flash Off : Curs Off // // Draw bars using default 32 color palette on upper half of screen // For C=0 To 31 Ink C Bar C*8,0 To C*8+7,98 Next C Wait Key // // Set new custom 32-color palette, draw bars with new palette on lower half of screen. // Palette \$000,\$555,\$AAA,\$FFF, \$100,\$500,\$A00,\$F00, \$010,\$050,\$0A0,\$0F0, \$001,\$005,\$00A,\$00F, \$110,\$ 550,\$AA0,\$FF0, \$011,\$055,\$0AA,\$0FF, \$101,\$505,\$A0A,\$F0F, \$100,\$530,\$A50,\$F70 For C=0 To 31 Ink C Bar C*8,100 To C*8+7,199 Next C</pre>			
When the palette is changed, the default palette bars at the top of the screen should change to our custom palette. All of them do except for bar #26 .			

History

#1 - 03/31/2021 02:10 PM - Francois Lionet

- Status changed from New to Rejected

Will be fixed when I implement the renderer.

Please stop posting graphical problems in Amiga mode.

#2 - 04/01/2021 11:00 AM - Brian Flanagan

I understand it's an Amiga issue. That's why I marked it as Low priority.

Don't we still want these in the system for when we *can* get to the new renderer?

Otherwise I'll forget about it by then. ;-)