AOZ Studio Beta - Bug #812

Alpha makes images re-appear if slightly below 0.0

08/18/2021 08:49 AM - Paul Kitching

Status:	Closed	**Start date:**	08/18/2021
Priority:	Normal	**Due date:**	
Assignee:	Francois Lionet	**% Done:**	0%
Category:		**Estimated time:**	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B8) u15		

Description

This should fade the bob, but when it gets to 0 it re-appears as full alpha:

```
#splashScreen:False
curs off:flash off
for x=1 to 50
    ink x
    bar rnd(50),rnd(50),10,10
next x
get image 1,0,0,50,50
ba#=1.0
do
    if ba#>0 then add ba#,-0.01
    bob 1,100,100,1
    bob alpha 1,ba#
    wait vbl
loop
end
```

I have to always do things like this line below to stop them appearing again:
if ba#<0 then ba#=0

History

#1 - 08/18/2021 05:38 PM - David Baldwin

Fixed! Negative Alpha values now automatically corrected to zero.

#2 - 08/18/2021 05:38 PM - David Baldwin

- *Status changed from New to Resolved*

#3 - 09/19/2021 07:09 PM - Paul Kitching

- *Status changed from Resolved to Closed*