

AOZ Studio Beta - Bug #884

Piskel Sprite editor shows a dark grey background in Beta 11 (U17).

12/28/2021 10:51 AM - malcolm harvey

Status:	Closed	Start date:	12/28/2021
Priority:	Normal	Due date:	
Assignee:	Baptiste Bideaux	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B16) u25		
Description			
Piskel Sprite editor worked fine in Beta 10 (MacOS) but for some reason it now just shows a dark grey background in Beta 11. ie: Current macOS 10.13.6 (high sierra) and also tried an older 10.11.6 (El Capitan) - both were fine previously.			

History

#1 - 08/28/2022 09:12 PM - malcolm harvey

- Status changed from New to Closed

- Affected version changed from 1.0.0 (B11) u17 to 1.0.0 (B16) u25

Seams fixed now on monterey and u16 update 25 aoz.
Closed.