

## Distorted Android - Bug #23

### FOV is a static global variable

08/12/2016 11:22 AM - Leszek Koltunski

<b>Status:</b>	Closed	<b>Start date:</b>	08/12/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Leszek Koltunski	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

#### Description

mFOV in Distorted class is a static global variable, which mean that is we set it from one app, exit it and go to another, if the 2nd app does not set mFOV again the old value will linger on.

Steps to reproduce:

1. Fire out the Example Apps.
2. Go to the 'Field Of View' app
3. change FOV to something extreme (0, i.e. orthagonal projection)
4. exit app and go to some other app (Cubes)
5. Observe the effect.

#### History

##### #1 - 12/07/2016 12:11 PM - Distorted Admin

- Status changed from New to Closed
- Assignee set to Leszek Koltunski
- % Done changed from 0 to 100

The new 'DistortedFramebuffer' class solves this problem.