

AOZ Studio Beta - Bug #498

Amal Movement scripts not running correctly

09/17/2020 06:24 PM - David Baldwin

Status:	Closed	Start date:	09/17/2020
Priority:	High	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:			
Affected version:	Beta RC2		
Description			
It seems that when running a movement script, Amal is resetting the bob's coordinates to 0,0 rather than using the X,Y position of the Bob, so the bob immediately jumps to 0,0 as soon as amal is turned on irrespective of where it was positioned.			

History

#1 - 09/19/2020 08:18 AM - Brian Flanagan

- Priority changed from Normal to High
- Estimated time set to 1:00 h

Thanks! If you can provide a simple example, that'd be great.

#2 - 09/19/2020 08:50 AM - David Baldwin

- File AmalTest.aozip added

Well if you insist, try this.

#3 - 09/19/2020 09:14 AM - David Baldwin

You will also notice that X Bob has gone 'floaty'.

#4 - 09/27/2020 04:07 PM - Francois Lionet

- Status changed from New to Resolved

Both issues are solved.

#5 - 11/17/2020 08:00 PM - David Baldwin

- Status changed from Resolved to Closed

Files

AmalTest.aozip	225 KB	09/19/2020	David Baldwin
----------------	--------	------------	---------------