AOZ Studio Beta - Bug #658

X Hard(X_SCREEN) and Y Hard(Y_SCREEN) now cause Internal errors.

02/09/2021 03:43 PM - Brian Flanagan

Status:	Closed		**Start date:**	02/09/2021
Priority:	High		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	1:00 hour
Target version:				
Affected version:	1.0.0 (B4)			

Description

Example:

```
Print X Hard(0),Y Hard(0)
```

History

#1 - 02/24/2021 08:25 PM - Paul Kitching

- Affected version changed from 1.0.0 (B3) to 1.0.0 (B4)

Same in Beta 4

#2 - 03/09/2021 11:03 AM - Brian Flanagan

Re-tested in 1.0.0 (B4) on 3/9/2021
Still fails.

#3 - 03/31/2021 11:26 PM - Brian Flanagan

Re-tested in 1.0.0 (B6a).
Still fail.

The X Hard and Y Hard functions only really affect the Amiga manifest, however, any programs requiring these will fail.

#4 - 04/21/2021 10:33 AM - Brian Flanagan

- Status changed from New to Closed

Re-tested in 1.0.0 (B7) rev 4/20

Working!