

AOZ Studio Beta - Bug #121

Limit Bob

02/05/2020 09:48 AM - Nick Morison

Status:	Closed	Start date:	02/05/2020
Priority:	High	Due date:	
Assignee:	David Baldwin	% Done:	0%
Category:		Estimated time:	2:00 hours
Target version:	0.9.5		
Affected version:	Beta RC2		

Description

Limit bob isn't working - in the below code no bob is drawn at all when the limit bob command is un-commented (works as expected in Amos):

```
#manifest:"amiga"  
#fullScreen:true  
#splashScreen:false  
  
screen open 0,320,200,16,lowres  
curs off: flash off: cls 0  
// make a bob  
ink 2 : bar 0,0 to 16,16 : get bob 1,0,0 to 16,16 : cls 0  
  
box 64,100 to 256,150 // Box drawn to show limits  
  
do  
  bob 1,x screen(x mouse),y screen(y mouse),1  
// limit bob 1,64,100 to 256,150 // un-comment in this line - and there's no bob at all!  
  wait vbl  
Loop
```

History

#1 - 02/22/2020 11:21 AM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.5

Fixed!

#2 - 03/07/2020 12:37 PM - Baptiste Pillot

- Description updated

#3 - 03/07/2020 12:39 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/478>
- run : <https://www.amos2.fr/run/tickleman/121>
- result : still not working : I see non Bob.

#4 - 09/07/2020 08:55 AM - Brian Flanagan

- Affected version changed from 0.9.4 to 0.9.9.4-RC1

Re-tested in 0.9.9.4-RC1

Problem still exists.

#5 - 09/21/2020 07:48 AM - Brian Flanagan

- Estimated time set to 2:00 h

- Affected version changed from 0.9.9.4-RC1 to Beta RC2

#6 - 09/21/2020 07:49 AM - Brian Flanagan

- Priority changed from Normal to High

#7 - 10/23/2021 10:31 AM - David Baldwin

- Status changed from Feedback to Resolved

- Assignee changed from Francois Lionet to David Baldwin

Fixed along with several other related bugs in the instruction.

#8 - 02/13/2022 05:29 PM - David Baldwin

- Status changed from Resolved to Closed