

AOZ Studio Beta - Bug #130

Limit Mouse

02/05/2020 11:56 AM - Nick Morison

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|---|-----------------|------------------------|------------|
| Status: | New | Start date: | 02/05/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | Francois Lionet | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | | | |
| Affected version: | 0.9.4 | | |
| Description | | | |
| Limit Mouse compiles but has no effect on the mouse pointer, as in the below code (it may not have been implemented yet though): | | | |
| <pre>#manifest:"amiga" #fullScreen:true #splashScreen:false Rem ***** Rem * AMOS Example 13.2 * Rem * Limit mouse * Rem * (c) Mandarin / Jawx 1990 * Rem ***** Rem Rem Curs Off : Cls 0 : Paper 0 Centre "Use LEFT mouse button to activate limit" Locate 0,1 Centre "RIGHT button removes it again" Box 80,50 To 240,150 Do If Mouse Key=1 Limit Mouse X Hard(0,80),Y Hard(0,50) To X Hard(0,240),Y Hard(0,150) X Mouse=X Hard(0,160) : Y Mouse=Y Hard(0,100) End If If Mouse Key=2 Then Limit Mouse Loop</pre> | | | |