

AOZ Studio Beta - Bug #20

Bob Col(1) not doing anything

01/18/2020 11:27 AM - Baptiste Pillot

Status:	Closed	Start date:	01/18/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.7		
Affected version:	0.9.2.6		
Description			
Related issues:			
Has duplicate Aoz Studio Beta - Bug #263: Sprite Col Bob Col		Closed	02/28/2020

History

#1 - 01/18/2020 11:29 AM - Baptiste Pillot

- Assignee set to Francois Lionet
- Affected version set to 0.9.2.6

In the little shoot-em-up I program I try to detect collisions and tell it to the console of the browser :
<https://www.amos2.fr/ide/Amos2/Ide/Program/408>

```
if Bob Col(1) Then { console.log("boom"); }
```

The program compiles and runs, but I got no collision message when something touches my spaceship.
<https://www.amos2.fr/run/tickleman/seu-bob/>

#2 - 02/24/2020 09:20 PM - Anonymous

Tested Help_74 from the AMOSPro Discs Tutorial : Bob Col(1) do not work here.

- To run the program, I commented the lines 166 and 167 that do not compile (Set Rainbow and Fade).
- The code compiles, but crashes with a "Magician Meditation" : Internal error at line: 186, columns: 4.
- The js error : "Cannot read property 'bobCol' of undefined into aoz.js line 417.
- The line 186 is the one that contains If Bob Col(1)

#3 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to Bug #263: Sprite Col Bob Col added

#4 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to deleted (Bug #263: Sprite Col Bob Col)

#5 - 02/29/2020 08:28 AM - Baptiste Pillot

- Has duplicate Bug #263: Sprite Col Bob Col added

#6 - 03/07/2020 06:20 PM - Francois Lionet

- Status changed from New to Feedback
- Target version set to 0.9.7

Bob Col problem is corrected, but remains several problems when loading a sample bank. They will be corrected later.

#7 - 03/10/2020 07:43 PM - Baptiste Pillot

- Status changed from Feedback to Resolved

Re-tested with a little program (and a little image file **resources/images/1.png**) :

```
#splashScreen:false
Bob 1, 20, 20, 1
Bob 2, 24, 24, 1
Bob 3, 100, 100, 1
Print Bob Col(1) ' true
Print Bob Col(3) ' false
```

Seems goods. I close.

The samble bank problem is a case for another issue.

#8 - 03/10/2020 07:43 PM - Baptiste Pillot

- Status changed from Resolved to Closed