

AOZ Studio Beta - Bug #236

Assigning value to Timer

02/15/2020 09:40 PM - Paul Kitching

Status:	Closed	Start date:	02/15/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.5		
Affected version:	0.9.4		

Description

```
#splashScreen:false  
timer=2.7  
print timer
```

This doesn't print 2.7, it prints -0.054. It's the same type of thing assigning any number I've tried. I always get a negative number. In AMOS you can assign a number and it works, though AMOS worked in integers. If you have a timer running and pause your game, you can't then reset it back to the value when your game resumes.

History

#1 - 02/15/2020 09:47 PM - Paul Kitching

Assigning 50 to it returns -1 when you print it, if that helps work out what's happening. 50 being 1 second in Amiga mode, rather than 1000 in PC mode.

#2 - 02/21/2020 07:05 PM - Francois Lionet

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

Fixed. And remember:

IN Amiga mode, Timer, and Wait are in 1/50th of second and are integers.
In PC mode, Timer and Wait are in SECONDS and are floating-point numbers.

#3 - 03/07/2020 03:02 PM - Baptiste Pillot

- Description updated

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/489>
- run : <https://www.amos2.fr/run/tickleman/236>
- #manifest:"pc":
 - result when assigning 2.7 : 2.7
 - result when assigning 50 : 50
- #manifest:"amiga"
 - both turn into a Guru Meditation

Still a problem in amiga non, no ? (v0.9.6)

Console says :

```
Cannot read property 'loChar' of undefined  
aoz.js:418 TypeError: Cannot read property 'loChar' of undefined  
    at Fonts.getAmigaCharacter (fonts.js:440)  
    at Fonts.drawAmigaText (fonts.js:428)  
    at TextWindow.println (textwindow.js:1648)  
    at TextWindow.print (textwindow.js:1282)  
    at Application.blocks.<computed> (application.js:42)  
    at doUpdate (aoz.js:405)
```

#4 - 03/07/2020 03:03 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

#5 - 03/24/2020 02:40 PM - Paul Kitching

- *Status changed from Feedback to Closed*

All seems to be working now in both Amiga and PC mode.