

AOZ Studio Beta - Bug #260

Sprite Off n

02/27/2020 07:28 PM - Anonymous

Status: Resolved	Start date: 02/27/2020
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0:00 hour
Target version:	
Affected version: 0.9.5	

Description

I've just replaced all my references to 'Bob' with 'Sprite' The program runs fine but stops at Sprite Off (number).

Using Version 0.9.5.1

History

#1 - 10/08/2020 02:49 PM - Brian Flanagan

- Status changed from New to Resolved

Re-tested in Beta RC3.

It's working now!