

## AOZ Studio Beta - Bug #298

### Bob Col - Numerous issues

03/08/2020 02:19 PM - David Baldwin

<b>Status:</b>	Closed	<b>Start date:</b>	03/08/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	0.9.6.1		

#### Description

Bob Col is now half working but with the following issues found during testing so far:-

Bob Col (A,B to C) returns a '1' instead of '-1' when a collision is detected.

Bob Col (A,B to C) causes a runtime crash with internal error if Bob A is rotated with the following reported in console.

```
yHotspothard is not defined
aoz.js:418 ReferenceError: yHotspothard is not defined
at Bob.updateCollisionData (bob.js:244)
at v1_0_collisions.bobCol (v1_0_collisions.js:110)
at Application.blocks. (application.js:430)
at doUpdate (aoz.js:405)
aoz.js:763 Internal error at line: 94, column: 13.
aoz.js:766 Program ended.
```

Bob Col (A,B to C) collision accuracy is a bit crappy, like it's triggering on Bob boundary contact rather than pixel contact. Will this improve with new renderer?

#### History

#1 - 03/13/2020 10:10 PM - David Baldwin

- Status changed from New to Closed