

AOZ Studio Beta - Bug #333

Hot Spot not flipped when using HREV/VREV

04/08/2020 06:41 PM - Paul Kitching

Status:	Closed	Start date:	04/08/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.8.1		

Description

When mirroring/flipping bobs or sprites with HREV/VREV, the hot spot isn't also mirrored.

e.g.

```
#manifest: "pc"
#displayWidth:1920
#displayHeight:1080
#fullScreen:true
#splashScreen:false
#fps:false

degree
ink 5
bob 1,200,200,1
bob 2,500,200,hrev(1)

hot spot 1,$21
rot=0
wait key
do
    add rot,4,0 to 359
    bob rotate 1,rot
    bob rotate 2,rot
    wait vbl
loop
```

Example bob attached, if required.

The AMOS manual states:

When an image is reversed like this, the location of the hot spot is reversed horizontally too. So if the hot spot was originally in the top left-hand corner, the hot spot of the HREV image will be in the top right-hand corner:

History

#1 - 04/14/2020 10:21 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!

#2 - 04/14/2020 10:21 AM - Francois Lionet

- Affected version changed from 0.9.8 to 0.9.8.1

#3 - 08/04/2020 02:04 PM - Paul Kitching

- Status changed from Resolved to Closed

Files

1.Arrow.png

352 Bytes

04/08/2020

Paul Kitching