

AOZ Studio Beta - Bug #429

JUP, JDown, JLeft & Jright

08/04/2020 09:21 AM - Baptiste Bideaux

Status:	Closed	Start date:	08/04/2020
Priority:	Normal	Due date:	
Assignee:	Brian Flanagan	% Done:	0%
Category:		Estimated time:	2:00 hours
Target version:	Beta RC3		
Affected version:	0.9.9.4-RC1		
Description			
@christever from Discord JUp , JDown, JLeft and JRight (allowing to test the joystick and the arrow keys of the keyboard) doesn't work anymore ?			

History

#1 - 08/20/2020 11:18 PM - Brian Flanagan

- Status changed from New to In Progress
- Affected version set to 0.9.9.4-r2

Buttons are working, but the "standard" gamepad pretty much does not exist.
Need to code custom gamepad maps.

#2 - 08/22/2020 10:01 AM - Baptiste Pillot

My symptoms :

```
a = JUp(0)
```

Was working with my keyboard. But not anymore.

```
Internal error at line: 5, column: 1 in file main.aoz.  
Program ended.
```

#3 - 08/22/2020 03:54 PM - Brian Flanagan

Baptiste Pillot, can you show me the code that produced the Internal Error?

#4 - 09/01/2020 07:06 PM - Brian Flanagan

- Status changed from In Progress to Resolved
- Target version changed from 0.9.9.4 to 0.9.9.4-RC1

jUp/jDown/jLeft/jRight and Fire now work for most controllers.

(Mapping is in progress.)

#5 - 11/06/2020 11:23 PM - Brian Flanagan

- Status changed from Resolved to Closed
- Target version changed from 0.9.9.4-RC1 to Beta RC3
- Estimated time set to 2:00 h
- Affected version changed from 0.9.9.4-r2 to 0.9.9.4-RC1

The regular joystick was working.
Francois added back the keyboard joystick emulation 10/10. (Working as of Beta RC3)