

AOZ Studio Beta - Bug #463

Bob Rotate corrupting certain sums and displaying incorrectly.

09/03/2020 06:33 PM - David Baldwin

Status:	Closed	Start date:	09/03/2020
Priority:	High	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:	Beta RC4		
Affected version:	Beta RC2		
Description			
Bob Rotate is corrupting certain sums and displaying incorrectly, namely addition and subtraction. In the attached example, you can try 4 different Bob Rotate commands that should rotate the Bob through 90 degrees. You will see that the addition and subtraction ones don't.			

History

#1 - 09/04/2020 06:17 AM - David Baldwin

I've found what the problem is. In degree mode, in the command Bob Rotate 1,a+b , a is treated as a radian and b as degrees. This can be proved by trying the line Bob Rotate 1,6.283+360. The result is the bob doesn't rotate.

#2 - 09/14/2020 04:55 PM - Brian Flanagan

- Priority changed from Normal to High

- Estimated time set to 1:00 h

- Affected version changed from 0.9.9.4-RC1 to Beta RC2

Verified this is a problem.

Using a variable works fine, putting a constant in an expression is a problem.

#3 - 10/07/2020 08:48 AM - Francois Lionet

- Status changed from New to Resolved

- Target version set to Beta RC4

Fixed! Missing brackets in instruction definitions.

I also corrected the same problem for sprites and screens. :)

#4 - 10/09/2020 02:03 PM - Brian Flanagan

- Status changed from Resolved to Feedback

The sums are calculated correctly now with 9 Oct updates!

...but, why does it appear that a positive (clockwise) rotation angle rotates in the negative (counter-clockwise) direction? (Francois, see private comments I left you on Discord.)

Example:

```
Palette 0,$FFFFFF,$777777
Cls 0 : Curs Off
Degree
Message$="This is a test"
L=16*Len(Message$)
Locate 0,0:Print Message$
Get Bob 1,0,0 To L,32
Get Bob 2,0,0 To L,32
Hot Spot 1,$11
I$="1"
angle=0
cls 0
```

```
Locate 8,3 : Print "It seems like these should be reversed."
```

```
do
  Locate 13,4 : Print Using "Angle -#####";angle
  Locate 30,4 : Print Using "Angle -#####";-angle
  Bob 1,300,300,1 : Bob 2,560,300,1
  Bob Rotate 1,angle : Bob Rotate 2,-angle
  Wait 0.01
  angle=angle+2
Loop````
```

#5 - 11/17/2020 07:55 PM - David Baldwin

- Status changed from Feedback to Closed

Files

BobRotateBug.aozip	175 KB	09/03/2020	David Baldwin
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