AOZ Studio Beta - Bug #466

Variable XXX is not declared message appears for variables that *have* been declared, when using listvars in the inspector.

09/03/2020 08:22 PM - Brian Flanagan

Status:	New		**Start date:**	09/03/2020
Priority:	Low		**Due date:**	
Assignee:	Baptiste Bideaux		**% Done:**	0%
Category:			**Estimated time:**	2:00 hours
Target version:				
Affected version:	0.9.9.4-RC1			

Description

Example:
Try using listvars on the ScanCode Tester utility.
You'll see *many* erroneous "not declared" messages.

History

#1 - 09/04/2020 06:37 AM - David Baldwin

Sprite Rotate is affected the same way too. (maybe because it's the same code?) ;)

#2 - 09/14/2020 12:24 PM - Brian Flanagan

- Priority changed from Normal to Low

- Estimated time set to 2:00 h