

## AOZ Studio Beta - Bug #540

### Colour command no longer works.

10/05/2020 01:27 AM - Brian Flanagan

<b>Status:</b>	Feedback	<b>Start date:</b>	10/04/2020
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Brian Flanagan	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	1:00 hour
<b>Target version:</b>	Beta RC4		
<b>Affected version:</b>	Beta RC3		
<b>Description</b>			
Screen Open 0,320,200,32,Lowres Colour(17)=\$F			

### History

#### #1 - 10/06/2020 07:44 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to Beta RC4

Fixed

#### #2 - 10/06/2020 08:25 PM - Francois Lionet

- Status changed from Resolved to Feedback
- Assignee changed from Francois Lionet to Brian Flanagan

ERRATA. I fixed it, then had a look in the AMOSPro manual.

Colour is NOT a reserved variable. You cannot do Colour(XX) = YY . YOu have an instruction and a function.  
Colour XX, YY <- the instruction  
Print Colour( XX ) <- the function.

Where did you see that it was a reserved variable ?

#### #3 - 10/07/2020 11:03 AM - Brian Flanagan

- Priority changed from High to Low

When I saw your note, I went back and checked the AMOSPro manual as well. My mistake! I usually double-check the syntax before posting a bug. I must have missed this one. I don't know if I read this in another doc or I just remembered wrong. Sorry about that! I hope you didn't work too long on this.

Just a thought though, (especially since you already did it), is there any reason we could NOT do this? Since the palette is already treated like an array with c=Colour(n), it is intuitive that Colour(n)=c should also be valid.  
It would be a plus for ease of use. (Of course, we'd keep the original syntax for AMOSPro compatibility.)

What do you think?

#### #4 - 10/07/2020 11:10 AM - Brian Flanagan

(Near the end of my last comment "original syntax" should read "instruction syntax").

### Files

ColourBug2.png	26.2 KB	10/04/2020	Brian Flanagan
ColourBug1.png	60.8 KB	10/04/2020	Brian Flanagan