

AOZ Studio Beta - Bug #549

Bob Skew causing crash

10/15/2020 06:25 PM - David Baldwin

Status:	Closed	Start date:	10/15/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	Beta 1		
Affected version:	Beta RC3		

Description

Bob Skew causes a crash because there's an error in the instruction definition.

It should read:-

```
Instruction "bob skew", "Index = index":index, "SkewX = 0":_x, "SkewY = 0":_y
```

```
{
```

```
#errors
```

```
this.aoz.currentScreen.bobSkew(%index,{x:%_x,y:%_y}); <----- in RC3, %index is replaced by %number
```

```
}
```

```
End Instruction
```

History

#1 - 11/17/2020 03:40 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to Beta 1

Fixed!

#2 - 11/17/2020 06:27 PM - David Baldwin

- Status changed from Resolved to Closed