

## AOZ Studio Beta - Bug #622

### hrev/vrev block commands

01/20/2021 08:05 AM - malcolm harvey

<b>Status:</b>	Feedback	<b>Start date:</b>	01/20/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	1:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	1.0.0 (B8) u15		
<b>Description</b> Currently if you try and use the cmds hrev/vrev block num it comes up with syntax error. Hrev Block number or Vrev Block number			

### History

#### #1 - 01/20/2021 08:13 AM - malcolm harvey

malcolm harvey wrote:

Currently if you try and use the cmds hrev/vrev block num it comes up with syntax error.  
Hrev Block number or Vrev Block number

```
Should work or get error on any screen im guessing..  
screen 2  
Get Block 1,320,448,160,64  
Hrev Block 1
```

#### #2 - 01/24/2021 11:33 AM - Francois Lionet

- Status changed from New to Resolved
- Assignee changed from AOA Studio Team to Francois Lionet
- Target version set to Beta 3

Fixed!

#### #3 - 07/15/2021 12:32 PM - Brian Flanagan

- Status changed from Resolved to Feedback
- Target version deleted (Beta 3)
- Estimated time set to 1:00 h
- Affected version changed from Beta RC2 to 1.0.0 (B8) u15

The Syntax Error has been corrected, however Hrev Block and Vrev Block still have a problem.  
They only work the first time called.

Calling Hrev Block, Then Put Block, then calling HrevBlock again should restore the original block in memory, but it doesn't. The same goes for Vrev Block. It works the first time, but doing it again does not restore the original block.

Here's an example:

```
#manifest: "amiga"  
Curs Off : Flash Off  
Box 0,0 To Screen Width-1,Screen Height-1  
Draw 0,0 To Screen Width-1,Screen Height-1  
Get Block 1,0,0,50,50  
' This works  
Hrev Block 1  
Put Block 1,0,0  
' This works  
Vrev Block 1  
Put Block 1,50,50  
' This does NOT work (should flip the altered block horizontally)
```

```
Hrev Block 1
Put Block 1,100,100
' This does NOT work (should flip the altered block vertically)
' Should be back to original state after this Vrev
Vrev Block 1
Put Block 1,150,150
```