

## AOZ Studio Beta - Bug #643

The X Hard(XS) and Y Hard(YS) functions cause a Magician (guru) error in both manifests due to an Internal error.

01/28/2021 10:19 AM - Brian Flanagan

<b>Status:</b>	Closed	<b>Start date:</b>	01/28/2021
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>		<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 (B3)		

### Description

Example:

```
// Set mose position at screen coordinates 100,100  
X Mouse = X Hard(100)  
Y Mouse = Y Hard(100)
```

The above code will fail on the X Hard() and Y Hard() functions with an Internal error (and a Magician error).

### History

**#1 - 01/29/2021 10:22 AM - Brian Flanagan**

- Priority changed from Normal to High

**#2 - 04/21/2021 10:27 AM - Brian Flanagan**

- Status changed from New to Closed

Re-tested in 1.0.0 (B7) rev 4/20

Working now!