

## AOZ Studio Beta - Bug #674

### Scancodes in Amiga mode are wrong

02/24/2021 07:33 PM - Paul Kitching

<b>Status:</b>	Rejected	<b>Start date:</b>	02/24/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Brian Flanagan	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	1.0.0 (B4)		
<b>Description</b>			
It looks like the scancodes are using the AOZ ones, as they are both the same, and different to AMOS.			
<pre>//#manifest: "amiga" do     SKEY\$=""     While SKEY\$=""         SKEY\$=Inkey\$     Wend     SCODE=Scancode     If SCODE=33 then print "yes"     print SCODE     wait vbl loop</pre>			

### History

#### #1 - 03/12/2021 01:09 PM - Brian Flanagan

- File Amiga\_Keymap.png added
- Status changed from New to Rejected
- Assignee changed from Francois Lionet to Brian Flanagan
- Estimated time set to 0:00 h

They're returning the correct codes. Just un-comment the amiga manifest tag.

See attached key map image. Note that the keymap shows hexadecimal codes.

Scancode 33 you're checking for is the letter S. (That's a hex \$21.)  
AOZ code: 67 (\$43)

Scancode \$33 is the letter C. Is that what you were looking for?  
AOZ code: 83 (\$53)

Try this modified version of your example:

```
#manifest: "amiga"  
do  
    SKEY$=""  
    While SKEY$=""  
        SKEY$=Inkey$  
    Wend  
    SCODE=Scancode  
    If SCODE=33 then print "yes"  
    print SKEY$,Hex$(SCODE,2),SCODE,Key Name$  
    wait vbl  
loop
```

### Files

Amiga_Keymap.png	88 KB	03/12/2021	Brian Flanagan
------------------	-------	------------	----------------