

AOZ Studio Beta - Bug #70

Converter is not converting Icon Bank correctly

01/22/2020 08:16 AM - David Baldwin

Status:	Closed	Start date:	01/22/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.4		
Affected version:	0.9.3		
Description			
When AMOS program is converted, the images transferred to the 'Icons' folder are correct in number but the wrong images. They are duplicates of the images in the 'Images' folder.			
Related issues:			
Related to Aoz Studio Beta - Bug #11: Icons Not Converted, Duplicate Objects ...		Closed	01/17/2020

History

#1 - 01/26/2020 10:27 PM - Anonymous

If you try to convert a program with just an Icon bank, no images are produced.

I have, however, found a work around:- I created a new program in AMOS with a sprite bank, went to the editor and merged the icon bank at Image number 1, then converted that.

I now have my Crunchman Icons as png images!

#2 - 02/03/2020 06:17 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.4

Corrected!

#3 - 03/07/2020 11:34 AM - Baptiste Pillot

- Status changed from Resolved to Feedback

In order to validate this fix, I need a code example and a sprite bank (and any information to reproduce the problem).

#4 - 03/07/2020 03:24 PM - Baptiste Pillot

- Related to Bug #11: Icons Not Converted, Duplicate Objects Instead added

#5 - 03/14/2020 08:37 AM - David Baldwin

- Status changed from Feedback to Closed