

AOZ Studio Beta - Bug #751

Can't set Z position for Actor.

05/18/2021 07:46 PM - Brian Flanagan

Status: Closed	Start date: 05/18/2021
Priority: Normal	Due date:
Assignee: Baptiste Bideaux	% Done: 0%
Category:	Estimated time: 1:00 hour
Target version: 1.0.0 (B8)	
Affected version: 1.0.0 (B7)	

Description

For example:

```
Actor "menu", Image$ = "menu.png", X=0, Y=0, Z=0
```

The above works fine with just X and Y, but adding the Z position causes the transpiler to crash.

History

#1 - 06/10/2021 02:30 PM - Brian Flanagan

- Status changed from *New* to *Resolved*
- Target version set to *1.0.0 (B8)*

Tested in 1.0.0 B8 June 3.
Working now!

#2 - 07/15/2021 10:34 AM - Brian Flanagan

- Status changed from *Resolved* to *Closed*