

AOZ Studio Beta - Bug #754

Collisions with ice do not work in Magic demo.

05/20/2021 08:58 AM - Brian Flanagan

Status:	Feedback	Start date:	05/20/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:	none		
Affected version:	1.0.0 (B8)		
Description			

History

#1 - 05/20/2021 09:11 AM - Brian Flanagan

- Priority changed from Normal to High

#2 - 05/24/2021 07:57 PM - Brian Flanagan

- File Actor_Error_On_Magic_Restart.png added

- Priority changed from High to Normal

As of the 5/24 version, collisions are now working, but there is still a problem.

When restarting the game, an error related to Actor is produced on the console. (See attached.)

#3 - 09/28/2021 03:55 PM - Francois Lionet

- Status changed from New to Feedback

- Assignee set to Francois Lionet

Cannot reproduce. Can you describe how you "restart" the application?

Files

Actor_Error_On_Magic_Restart.png	38.4 KB	05/24/2021	Brian Flanagan
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