

## AOZ Studio Beta - Bug #813

### Problems with actor events

08/20/2021 09:26 AM - Paul Kitching

<b>Status:</b>	New	<b>Start date:</b>	08/20/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Baptiste Bideaux	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	none		
<b>Affected version:</b>	1.0.0 (B8) u15		

#### Description

I've been having problems getting the events to work, like dragdrop, etc. Laurant made a short program to test it and got the same problems, here is his program:

```
#splashScreen:False
Actor "magic", X=100, Y=100, Image$="magic.png", OnMouse$="CLICK"
do
Wait key
Loop

Procedure CLICK[EVENT$]
  If EVENT$="mouseclick" then Print "mouseclick"
  If EVENT$="mousedown" then Print "mousedown"
  If EVENT$="mouseup" then Print "mouseup"
  If EVENT$="mousemove" then Print "mousemove"
  If EVENT$="dragdrop" then Print "dragdrop"
  //Actor INDEX$, X=DRAGX, Y=DRAGY
End Proc
```

dragdrop is always active as soon as the mouse moves over (without holding a button)

mousedown works when holding a button

mouseup isn't working

mouseclick is triggered when you release the button (I'm not sure how this would be different to mouseup)

mousemove isn't working. I think dragdrop is being triggered instead of this one.

#### History

#1 - 09/28/2021 03:12 PM - Francois Lionet

- Assignee changed from Francois Lionet to Baptiste Bideaux