

AOZ Studio Beta - Bug #816

Bob Col registers constant collisions

09/05/2021 04:48 PM - John McGarey

Status:	Resolved	Start date:	09/05/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B8) u15		

Description

Background:

I have a simple game from AMOSPro. When the 'bob col' command registers that the bullet hits the asteroid they are both sent off screen to different locations and then moved back on screen when needed.

Problem:

In AOZ when the bob col registers the collision and the two objects are instantly sent off screen to different locations, they register as having collided even though they are not in the same place.

In AMOS Pro there is no problem no matter how I handle the collision.

Considerations:

They are not in the same location off screen so they are not colliding off screen. in AOZ Studio this same game registers a collision every frame when they are sent off screen and the game cant proceed.

Attachments:

A screenshot with some context, and the AOZ project itself. One file is the original AMOSPro file, the other has the following code to help test.

Code Details:

```
' bob 3 is bullet. bob 2 is asteroid
' when they collide sometimes they keep colliding forever. Theres nothing under the bob col comma
nd that mentions this and
' none of this happens in amos pro (I tssted every line below)

' Fail: moving bullet and asteroid off screen (to different locations) fails with constant collisi
ons
fails: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add SCORE,1 : Te
xt 0,40,"Score:"+Str$(SCORE)

' OK: moving bullet off to the side (but not off screen) and asteroid fully off screen works
'works: If Bob Col(3,2 To 2) Then Boom : fx= 30: fy= 10: Y1=-60 : X1=Rnd(92)+104 : Add SCORE,1 : T
ext 0,40,"Score:"+Str$(SCORE)
'fails: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add SCORE,1 : T
ext 0,40,"Score:"+Str$(SCORE)

' OK: turning the bullet off and letting it come back on later works
'works: If Bob Col(3,2 To 2) Then Boom : bob off 3: fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add
SCORE,1 : Text 0,40,"Score:"+Str$(SCORE)
'fails: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add
SCORE,1 : Text 0,40,"Score:"+Str$(SCORE)

' OK: turning the asteroid off and letting it come back on after vbl works
'works: If Bob Col(3,2 To 2) Then Boom : bob off 2: fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add
SCORE,1 : Text 0,40,"Score:"+Str$(SCORE)
'fails: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add
SCORE,1 : Text 0,40,"Score:"+Str$(SCORE)
```

```
' OK: moving bullet off screen and asteroid almost off screen works
'works: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-15 : X1=Rnd(92)+104 : Add SCORE,1 : T
ext 0,40,"Score:"+Str$(SCORE)
'fails: If Bob Col(3,2 To 2) Then Boom : fx=-30: fy=-10: Y1=-60 : X1=Rnd(92)+104 : Add SCORE,1 : T
ext 0,40,"Score:"+Str$(SCORE)
```

History

#1 - 09/07/2021 05:52 AM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet

Works in Beta 10...

#2 - 09/08/2021 11:07 AM - Brian Flanagan

Re-tested in 1.0.0 (B10) u16 (9/7)
Collisions work!

There are still 2 unrelated issues that need to be resolved.

1. Paint still fails.
2. The default font is still wrong for the Text command. (Of course, the Amiga manifest.)

Files

Ball Game works in amos pro not in aoz.zip	160 KB	09/05/2021	John McGarey
Ball Game works in amos pro not in aoz.png	545 KB	09/05/2021	John McGarey