

AOZ Studio Beta - Bug #834

Transpiler mixing up Variable names with Function names

09/26/2021 07:56 AM - Phil Bell

Status:	New	Start date:	09/26/2021
Priority:	Normal	Due date:	
Assignee:	AOZ Developers	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		

Description

When you have a variable named the same as a function name, albeit with underscores '_' in the place of spaces....

Variable : PLAYER_NAME\$

Function : Player Name\$()

If you pass PLAYER_NAME\$ into an instruction - the transpile is actually using the Player Name\$() function instead of the variable

Here is an example of the generated code in the application.js

```
// UI Value "UIPlayerName", PLAYER_NAME$
aoz.sourcePos="0:7:0";
aoz.ui.setValue( { id: "UIPlayerName", value: this.aoz.player.getPlayerPropertyValue('play
ername') } );``
```

History

#1 - 10/02/2021 09:46 PM - Brian Flanagan

- Assignee set to AOZ Developers

Verified. I had a similar problem when I was setting a variable called **Shape\$**. Apparently, it got an error because it was being confused for the **Shape** instruction.