

AOZ Studio Beta - Bug #848

Actor Angle,StartAngle,EndAngle not working values make no diff.

10/10/2021 09:38 AM - malcolm harvey

Status:	Closed	Start date:	10/10/2021
Priority:	Normal	Due date:	
Assignee:	AOZ Studio Team	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B16) u25		
Description			
<p>Seams currently the Actor parameter , Angle and StartAngle and EndAngle dont make any different. Below it should rotate thought 0-360 but nothing happens. (Im assuming its 0-360, Could also be 0-10 or 0-100 not enough documentation). Even 5/10 etc does not make any diff or 0.xx etc I could see.) Float use of 0-20 etc works on Actor Scale= So float is working on some of them ok just seams again not on Angle and StartAngle and EndAngle.</p> <pre>curs off Degree xStartAsteroid=20 yEndAsteroid=20 x=0 y=0 Angle#=0 StartAngle#=0 EndAngle#=360 vitessAsteroide=5000 Scale#=2 Cls 0 Actor "test1", Image\$="flipgfxscreen", y=20, x=20 Actor "test1",Image\$="flipgfxscreen",x=xStartAsteroid,y=yEndAsteroid,endX=0,endY=Screen Height,LoopMove=True,Duration=vitessAsteroide,Angle=Angle#,StartAngle=StartAngle#,EndAngle=EndAngle#,Scale=Scale# Cls 0 do wait 0.02 Wait Vbl Loop</pre>			

History

#1 - 10/10/2021 11:10 AM - malcolm harvey

Note: It looks though now you can use either type of float eg: 1 or 0.x or 0.xx etc all works for values anyways no errors but still no change on rotation/angle.

#2 - 12/18/2021 10:12 PM - malcolm harvey

- Affected version changed from 1.0.0 (B10) u16 to 1.0.0 (B11) u17

#3 - 08/28/2022 09:12 PM - malcolm harvey

- Affected version changed from 1.0.0 (B11) u17 to 1.0.0 (B16) u25

#4 - 01/25/2023 07:45 AM - malcolm harvey

- Status changed from New to Closed

Seams to be working now in u38 rel 1.
Now rotating through 360 deg. Start angle working now.

Close ticket.

#5 - 01/25/2023 08:13 AM - malcolm harvey

Update: End angle and Actor angle also working now u38.