AOZ Studio Beta - Bug #851

Actor loses its "LeftLimit" & "RightLimit" when it is modified in event procedure

10/14/2021 07:33 PM - Ronen Malka

Status:	New	**Start date:**	10/14/2021
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		

Description

In the following example I'm trying to control an Arrow with the Left/Right keys.
The Actor behaved as expected and was limited correctly.

I added OnChange event listener to modify the correct Hrev of the Actor: Actor "arrow", hrev= (int(X) < previousX)
Now the limits does not work anymore.

I also tried adding the limits strictly in the event procedure:
Actor "arrow", hrev= (int(X) < previousX),LeftLimit=400, RightLimit=Screen Width + 60
but this also did not work.

```
Global previousX

Actor "arrow", Image$="arrow",x=800,y=300, Scale=0.25, \
        Control$="ArrowRight: offsetX = 18; ArrowLeft: offsetX = -18", \
        LeftLimit=400, RightLimit=Screen Width + 60 ,OnChange$="onArrowMove"
do
    Wait Vbl
Loop

Procedure onArrowMove [X]
    Actor "arrow", hrev= (int(X) < previousX)
    previousX=Int(X)
End Proc
```

Attached the code with the images.

Files

tst123.zip	8.29 MB	10/14/2021	Ronen Malka