

AOZ Studio Beta - Bug #852

Actor dose not maintain modified Hrev property value

10/14/2021 07:42 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.

I added OnChange event listener to modify the correct Hrev of the Actor: Actor "arrow", hrev=(int(X) < previousX)

During the key press the Actor change the Hrev correctly, but as soon as the key release Actor restore the Hrev to the previous value

Full code:

```
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 [EVENT$,INDEX$,X]
```

```
    if x<>previousX then log "previousX="+str$(previousX)+ Str$(Int(X) < previousX) + " " + EVENT$
```

```
    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