

AOZ Studio Beta - Bug #876

Sprite Move X - Doesn't work without Move Y

12/04/2021 04:51 PM - Alex Vac

Status:	Resolved	Start date:	12/04/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B11) u17		
Description Sprite MOVE X only works if activated by also using MOVE Y. Example: sprite 1,100,100,1 : move x 1,"(1,1,50)(1,-1,50)l" : move on wait key move y 1,"(1,1,1)" : move on			

History

#1 - 12/07/2021 05:34 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!