

AOZ Studio Beta - Bug #878

Sprite Move - Wrong movement

12/10/2021 02:53 PM - Alex Vac

Status:	Resolved	Start date:	12/10/2021
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

Sometimes Sprite MOVE doesn't move according to the code entered.

In the example below both sprites continue moving down the screen although they should move back to the starting spot and loop.

EXAMPLE IN ACTION

<https://app.aoz.studio/4a7bm702/>

EXAMPLE CODE

START:

sprite 1,250,110,1 : move y 1,"(1,2,20)(1,-40,1)l"

sprite 2,500,110,2 : move y 2,"(1,2,20)(1,-20,2)l"

move on: wait vbl :wait Key :cls: sprite off : move off :goto START

History

#1 - 12/11/2021 09:47 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!