

AOZ Studio Beta - Bug #88

System variable 'Screen' not working

01/28/2020 01:47 PM - David Baldwin

Status:	Closed	Start date:	01/28/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.4		
Affected version:	0.9.3.1		
Description			
Example:			
<pre>#splashScreen:false Screen Open 1,320,256,32,Lowres Screen 1 S=Screen Print "Screen: ";S Print Screen</pre>			
S=Screen should assign current screen number to variable S - it doesn't.			
Transpiler also throws up this error:- main.aoz:3:8: warning: variable 'screen' used without been declared			
Both Print statement should display "1", and they display "0"			

History

#1 - 02/03/2020 05:57 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.4

Ha! Corrected, forgot that you could use the token as a function too... Not very logical in the syntax Mr Lionet... What a lamer... Much better syntax in Blitz Basic. ;)

#2 - 03/07/2020 11:53 AM - Baptiste Pillot

- Description updated
- Status changed from Resolved to Closed

- source code : <https://www.amos2.fr/ide/Amos2/Ide/Program/469>
- run : <https://www.amos2.fr/run/tickleman/88/>
- result :

```
Screen: 1  
1
```

Ok, confirmed working and closed.