

AOZ Studio Beta - Bug #928

More bob MOVE problems

10/28/2022 03:02 PM - Alex Vac

Status:	Resolved	Start date:	10/28/2022
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B16) u25		

Description

BOB MOVE still has some bugs and does not function 100% properly.

Example 1

The bob does not go back to starting point but continues moving right.

```
bob 1,400,100,1: move x 1,"(1,1,100)(1,-100,1)": move on 1
```

Example 2

Here the bob goes back but not the whole way. Drifts to the right.

```
bob 1,400,100,1: move x 1,"(1,1,100)(1,-50,2)": move on 1
```

EXAMPLE IN ACTION: <https://app.aoz.studio/e1y2ovqm/>

History

#1 - 10/28/2022 03:02 PM - Alex Vac

- Description updated

#2 - 02/22/2023 10:21 PM - malcolm harvey

This also eventually drifts below, if u watch long enough.

This is still present in U39 currently.

Note: Definitely. The drift is more evident with lower numbers, (with 1 completely non working) but even with 20 it clearly drifts.

```
bob 1,10,10,1
```

```
move x 1,"(1,10,80)(1,-40,20)": move on 1
```

```
wait key
```

#3 - 02/22/2023 11:20 PM - malcolm harvey

Also ... This works.

```
20 bob 1,10,10,1
```

```
30 move x 1,"(1,8,100)(1,-8,100)1" : move on 1 //speed/step/count
```

```
40 wait key : move off 1 //turn of sprite
```

But this does not..

```
move x 1,"(1,8,100)(1,-800,1)" : move on 1
```

```
move x 1,"(1,8,100)(1,-400,2)" : move on 1
```

So the problem is a very specific move thing. Trying to get the bob to move back in one quick jump.

#4 - 02/25/2023 01:00 PM - malcolm harvey

Also ref discord chat...on the subject.

<https://discord.com/channels/653893653940404224/1057959606032269353/1078027678659117107>

#5 - 02/25/2023 03:14 PM - Francois Lionet

- Status changed from New to Resolved

Fixed!

#6 - 03/03/2023 11:41 PM - malcolm harvey

- File Moving Anims1 2023.aozip added

Ive reopened the ticket, I cant see anything that is different with the fix?
Again, Ive added these examples and a zip to see this live for you too see.

As in the zip...

```
//First example here works correctly
//Ping pongs same start and end every time
bob 1,10,10,1
move x 1,"(1,8,100)(1,-8,100)" : move on 1 //speed/step/count
wait key : move off 1 //turn of sprite
```

```
//Second example here if u wait long enough
//keeps eventually drifting to the right, ever slowly
//and it will eventually the start x and end x pong
//points go off the screen to the right.
//(Definitely. The drift is more evident with lower numbers).
//(with 1 completely non working) but even with 20 it clearly drifts.)
```

```
bob 1,10,10,1
move x 1,"(1,10,80)(1,-40,20)" : move on 1
wait key : move off 1
```

```
//Third example here
//Does not seam to be working correctly at all
//moves to right 8 then jump left a bit then
//right again.
bob 1,10,10,1
move x 1,"(1,8,100)(1,-800,1)" : move on 1
move x 1,"(1,8,100)(1,-400,2)" : move on 1
wait key : move off 1
```

Files

Moving Anims1 2023.aozip	4.27 MB	03/03/2023	malcolm harvey
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