

## AOZ Studio Beta - Bug #121

### Limit Bob

02/05/2020 09:48 AM - Nick Morison

<b>Status:</b>	Closed	<b>Start date:</b>	02/05/2020
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	David Baldwin	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	2:00 hours
<b>Target version:</b>	0.9.5		
<b>Affected version:</b>	Beta RC2		
<b>Description</b>			
Limit bob isn't working - in the below code no bob is drawn at all when the limit bob command is un-commented (works as expected in Amos):			
<pre>#manifest:"amiga" #fullScreen:true #splashScreen:false  screen open 0,320,200,16,lowres curs off: flash off: cls 0 // make a bob ink 2 : bar 0,0 to 16,16 : get bob 1,0,0 to 16,16 : cls 0  box 64,100 to 256,150 // Box drawn to show limits  do   bob 1,x screen(x mouse),y screen(y mouse),1 // limit bob 1,64,100 to 256,150 // un-comment in this line - and there's no bob at all!   wait vbl Loop</pre>			

### History

#### #1 - 02/22/2020 11:21 AM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.5

Fixed!

#### #2 - 03/07/2020 12:37 PM - Baptiste Pillot

- Description updated

#### #3 - 03/07/2020 12:39 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/478>
- run : <https://www.amos2.fr/run/tickleman/121>
- result : still not working : I see non Bob.

#### #4 - 09/07/2020 08:55 AM - Brian Flanagan

- Affected version changed from 0.9.4 to 0.9.9.4-RC1

Re-tested in 0.9.9.4-RC1

Problem still exists.

#### #5 - 09/21/2020 07:48 AM - Brian Flanagan

- *Estimated time set to 2:00 h*
- *Affected version changed from 0.9.9.4-RC1 to Beta RC2*

**#6 - 09/21/2020 07:49 AM - Brian Flanagan**

- *Priority changed from Normal to High*

**#7 - 10/23/2021 10:31 AM - David Baldwin**

- *Status changed from Feedback to Resolved*
- *Assignee changed from Francois Lionet to David Baldwin*

Fixed along with several other related bugs in the instruction.

**#8 - 02/13/2022 05:29 PM - David Baldwin**

- *Status changed from Resolved to Closed*