

AOZ Studio Beta - Bug #130

Limit Mouse

02/05/2020 11:56 AM - Nick Morison

Status:	New	Start date:	02/05/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.4		
Description			
Limit Mouse compiles but has no effect on the mouse pointer, as in the below code (it may not have been implemented yet though):			
<pre>#manifest:"amiga" #fullScreen:true #splashScreen:false Rem ***** Rem * AMOS Example 13.2 * Rem * Limit mouse * Rem * (c) Mandarin / Jawx 1990 * Rem ***** Rem Rem Curs Off : Cls 0 : Paper 0 Centre "Use LEFT mouse button to activate limit" Locate 0,1 Centre "RIGHT button removes it again" Box 80,50 To 240,150 Do If Mouse Key=1 Limit Mouse X Hard(0,80),Y Hard(0,50) To X Hard(0,240),Y Hard(0,150) X Mouse=X Hard(0,160) : Y Mouse=Y Hard(0,100) End If If Mouse Key=2 Then Limit Mouse Loop</pre>			