

## AOZ Studio Beta - Bug #20

### Bob Col(1) not doing anything

01/18/2020 11:27 AM - Baptiste Pillot

<b>Status:</b>	Closed	<b>Start date:</b>	01/18/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.7		
<b>Affected version:</b>	0.9.2.6		
<b>Description</b>			
<b>Related issues:</b>			
Has duplicate Aoz Studio Beta - Bug #263: Sprite Col Bob Col		<b>Closed</b>	<b>02/28/2020</b>

### History

#### #1 - 01/18/2020 11:29 AM - Baptiste Pillot

- Assignee set to Francois Lionet
- Affected version set to 0.9.2.6

In the little shoot-em-up I program I try to detect collisions and tell it to the console of the browser :  
<https://www.amos2.fr/ide/Amos2/ide/Program/408>

```
if Bob Col(1) Then { console.log("boom"); }
```

The program compiles and runs, but I got no collision message when something touches my spaceship.  
<https://www.amos2.fr/run/tickleman/seu-bob/>

#### #2 - 02/24/2020 09:20 PM - Anonymous

Tested Help\_74 from the AMOSPro Discs Tutorial : Bob Col(1) do not work here.

- To run the program, I commented the lines 166 and 167 that do not compile (Set Rainbow and Fade).
- The code compiles, but crashes with a "Magician Meditation" : Internal error at line: 186, columns: 4.
- The js error : "Cannot read property 'bobCol' of undefined into aoz.js line 417.
- The line 186 is the one that contains If Bob Col(1)

#### #3 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to Bug #263: Sprite Col Bob Col added

#### #4 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to deleted (Bug #263: Sprite Col Bob Col)

#### #5 - 02/29/2020 08:28 AM - Baptiste Pillot

- Has duplicate Bug #263: Sprite Col Bob Col added

#### #6 - 03/07/2020 06:20 PM - Francois Lionet

- Status changed from New to Feedback
- Target version set to 0.9.7

Bob Col problem is corrected, but remains several problems when loading a sample bank. They will be corrected later.

#### #7 - 03/10/2020 07:43 PM - Baptiste Pillot

- Status changed from Feedback to Resolved

Re-tested with a little program (and a little image file **resources/images/1.png**) :

```
#splashScreen:false  
Bob 1, 20, 20, 1  
Bob 2, 24, 24, 1  
Bob 3, 100, 100, 1  
Print Bob Col(1) ' true  
Print Bob Col(3) ' false
```

Seems goods. I close.

The samble bank problem is a case for another issue.

**#8 - 03/10/2020 07:43 PM - Baptiste Pillot**

*- Status changed from Resolved to Closed*