AOZ Studio Beta - Bug #263

Sprite Col Bob Col

02/28/2020 01:39 PM - Anonymous

Status:	Closed		**Start date:**	02/28/2020
Priority:	Normal		**Due date:**	
Assignee:	Francois Lionet		**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	0.9.6.1			
Affected version:	0.9.5.1			

Description
Sprite Col and Bob Col do not appear to work

Related issues:		
Is duplicate of AOZ Studio Beta - Bug #20: Bob Col(1) not doing anything	**Closed**	**01/18/2020**

History

#1 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to Bug #20: Bob Col(1) not doing anything added

#2 - 02/29/2020 08:28 AM - Baptiste Pillot

- Related to deleted (Bug #20: Bob Col(1) not doing anything)

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

- Is duplicate of Bug #20: Bob Col(1) not doing anything added

#4 - 02/29/2020 08:30 AM - Baptiste Pillot

- Assignee set to Francois Lionet

The same for me.
This little piece of code does not work for me :

```
Bob 1, 32, 32, 1
Bob 2, 40, 40, 1
If Bob Col(1)
    Print "boom"
End If
```

- Compilation : ok
- Run : Internal error at line: 4, column: 1.
- Console JS : "Cannot read property 'bobCol' of undefined at Application.blocks. (application.js:45)
- The line of code into application.js : if(!(this.aoz.sprites.bobCol(1,this.aoz.currentScreen,)))

Seems that this.aoz.sprites is undefined.

#5 - 03/07/2020 04:54 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.6.1

Fixed!

#6 - 03/10/2020 07:43 PM - Baptiste Pillot

- Status changed from Resolved to Closed

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

Tested with this little code :

```
#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
```

It seems good. I close.