

## AOZ Studio Beta - Bug #271

### Point command not reporting correctly.

02/28/2020 09:27 PM - David Baldwin

<b>Status:</b>	Closed	<b>Start date:</b>	02/28/2020
<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>			
<b>Affected version:</b>	0.9.5.1		

#### Description

This is going to be a difficult one to fix, and will probably open a can of worms.

The point (x,y) function is returning the first colour number that matches the colour on the screen, not the ink number it was drawn with.

Example:-

```
Palette $000000,$aa0000,$aa0000,$aa0000
```

```
Cls 0
```

```
Ink 1
```

```
Bar 10,100 to 50,140
```

```
Ink 2
```

```
Bar 60,100 to 100,140
```

```
Ink 3
```

```
Bar 110,100 to 150,140
```

```
C1=Point (20,120)
```

```
C2=Point (70,120)
```

```
C3=Point (120,120)
```

```
Locate 0,8
```

```
Print "1st Square returns point colour";C1 // Should be 1
```

```
Print "2nd Square returns point colour";C2 // Should be 2
```

```
Print "3rd Square returns point colour";C3 // Should be 3
```

#### History

#1 - 03/14/2020 08:40 AM - David Baldwin

- Status changed from New to Closed