

AOZ Studio Beta - Bug #290

vrev/hrev/rev not working

03/04/2020 09:21 PM - Paul Kitching

Status:	Closed	Start date:	03/04/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.6.1		
Affected version:	0.9.6		

Description

```
#manifest: "pc"  
#displayWidth:1920  
#displayHeight:1080  
#fullScreen:true  
#fps:false  
#splashScreen:false
```

```
do  
if mouse key<>0  
  bob 1,100,100,1  
else  
  bob 1,100,100,rev(1)  
end if  
Loop
```

It gives an Image not defined error.

History

#1 - 03/07/2020 06:27 PM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.6.1

Fixed!

#2 - 03/10/2020 05:35 PM - Baptiste Pillot

- Status changed from Resolved to Closed

To work, we need an image, eg **resources/images/1.png**.
Without this image, I got an "image not defined error".
With this image file set, it works.