

AOZ Studio Beta - Bug #298

Bob Col - Numerous issues

03/08/2020 02:19 PM - David Baldwin

Status:	Closed	Start date:	03/08/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.6.1		

Description

Bob Col is now half working but with the following issues found during testing so far:-

Bob Col (A,B to C) returns a '1' instead of '-1' when a collision is detected.

Bob Col (A,B to C) causes a runtime crash with internal error if Bob A is rotated with the following reported in console.

```
yHotspothard is not defined
aoz.js:418 ReferenceError: yHotspothard is not defined
at Bob.updateCollisionData (bob.js:244)
at v1_0_collisions.bobCol (v1_0_collisions.js:110)
at Application.blocks. (application.js:430)
at doUpdate (aoz.js:405)
aoz.js:763 Internal error at line: 94, column: 13.
aoz.js:766 Program ended.
```

Bob Col (A,B to C) collision accuracy is a bit crappy, like it's triggering on Bob boundary contact rather than pixel contact. Will this improve with new renderer?

History

#1 - 03/13/2020 10:10 PM - David Baldwin

- Status changed from New to Closed