

## AOZ Studio Beta - Bug #333

### Hot Spot not flipped when using HREV/VREV

04/08/2020 06:41 PM - Paul Kitching

<b>Status:</b>	Closed	<b>Start date:</b>	04/08/2020
<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>	0.9.8.1		

#### Description

When mirroring/flipping bobs or sprites with HREV/VREV, the hot spot isn't also mirrored.

e.g.

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

degree
ink 5
bob 1,200,200,1
bob 2,500,200,hrev(1)

hot spot 1,$21
rot=0
wait key
do
    add rot,4,0 to 359
    bob rotate 1,rot
    bob rotate 2,rot
    wait vbl
loop
```

Example bob attached, if required.

The AMOS manual states:

When an image is reversed like this, the location of the hot spot is reversed horizontally too. So if the hot spot was originally in the top left-hand corner, the hot spot of the HREV image will be in the top right-hand corner:

#### History

##### #1 - 04/14/2020 10:21 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!

##### #2 - 04/14/2020 10:21 AM - Francois Lionet

- Affected version changed from 0.9.8 to 0.9.8.1

##### #3 - 08/04/2020 02:04 PM - Paul Kitching

- Status changed from Resolved to Closed

#### Files

1.Arrow.png

352 Bytes

04/08/2020

Paul Kitching