

AOZ Studio Beta - Bug #387

move = False is giving a compile error

06/08/2020 12:19 PM - jean pierre creis

Status:	Closed	Start date:	06/08/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.9.3		
Description			
move = False			
is giving a type mismatch			

History

#1 - 06/25/2020 09:02 AM - Brian Flanagan

That's normal. **Move** is a reserved word.
Try a different name for your variable.
Example:

```
MoveIt = False
```

...works just fine.

#2 - 06/25/2020 10:03 AM - Brian Flanagan

- Status changed from New to Closed

Closed per Francois' request.