

AOZ Studio Beta - Bug #437

Inkey\$ detecting keypress when not pressed

08/05/2020 01:48 PM - Paul Kitching

| | | | |
|--------------------------|----------------|------------------------|------------|
| Status: | Closed | Start date: | 08/05/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | Brian Flanagan | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | | | |
| Affected version: | 0.9.9.4 | | |

Description

In this example, pressing 'p' doesn't pause the program for more than the wait command. It's getting past the inkey\$ check, which was working on older versions:

```
#manifest: "aoz"
#splashScreen:false
pen 1
do
  locate 1,1:print rnd(10)
  if key state(80) // p to pause
    locate 0,4:centre "Paused"
    wait 0.5
    clear key
    while inkey$=""
      wait vbl
    wend
    cls
  end if
  wait vbl
loop
end
```

History

#1 - 08/11/2020 09:40 AM - Brian Flanagan

- Status changed from New to Resolved
- Assignee changed from AOZ Studio Team to Brian Flanagan

This is working in the current version.

#2 - 09/04/2020 05:05 PM - Brian Flanagan

- Status changed from Resolved to Closed

Re-tested in 0.9.9.4 RC1 to verify.