

AOZ Studio Beta - Bug #643

The X Hard(XS) and Y Hard(YS) functions cause a Magician (guru) error in both manifests due to an Internal error.

01/28/2021 10:19 AM - Brian Flanagan

Status:	Closed	Start date:	01/28/2021
Priority:	High	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	1:00 hour
Target version:			
Affected version:	1.0.0 (B3)		

Description

Example:

```
// Set mose position at screen coordinates 100,100
X Mouse = X Hard(100)
Y Mouse = Y Hard(100)
```

The above code will fail on the X Hard() and Y Hard() functions with an Internal error (and a Magician error).

History

#1 - 01/29/2021 10:22 AM - Brian Flanagan

- Priority changed from Normal to High

#2 - 04/21/2021 10:27 AM - Brian Flanagan

- Status changed from New to Closed

Re-tested in 1.0.0 (B7) rev 4/20

Working now!