

AOZ Studio Beta - Bug #674

Scancodes in Amiga mode are wrong

02/24/2021 07:33 PM - Paul Kitching

Status: Rejected	Start date: 02/24/2021
Priority: Normal	Due date:
Assignee: Brian Flanagan	% Done: 0%
Category:	Estimated time: 0:00 hour
Target version:	
Affected version: 1.0.0 (B4)	

Description

It looks like the scancodes are using the AOZ ones, as they are both the same, and different to AMOS.

```
//#manifest: "amiga"  
do  
    SKEY$=""  
    While SKEY$=""  
        SKEY$=Inkey$  
    Wend  
    SCODE=Scancode  
    If SCODE=33 then print "yes"  
    print SCODE  
    wait vbl  
loop
```

History

#1 - 03/12/2021 01:09 PM - Brian Flanagan

- File Amiga_Keymap.png added
- Status changed from New to Rejected
- Assignee changed from Francois Lionet to Brian Flanagan
- Estimated time set to 0:00 h

They're returning the correct codes. Just un-comment the amiga manifest tag.

See attached key map image. Note that the keymap shows hexadecimal codes.

Scancode 33 you're checking for is the letter S. (That's a hex \$21.)
AOZ code: 67 (\$43)

Scancode \$33 is the letter C. Is that what you were looking for?
AOZ code: 83 (\$53)

Try this modified version of your example:

```
#manifest: "amiga"  
do  
    SKEY$=""  
    While SKEY$=""  
        SKEY$=Inkey$  
    Wend  
    SCODE=Scancode  
    If SCODE=33 then print "yes"  
    print SKEY$,Hex$(SCODE,2),SCODE,Key Name$  
    wait vbl  
loop
```

Files

Amiga_Keymap.png	88 KB	03/12/2021	Brian Flanagan
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