

AOZ Studio Beta - Bug #733

Actor command can't find images in subfolders of AOZ Drive. (This used to work.)

04/23/2021 08:48 AM - Brian Flanagan

Status:	Feedback	Start date:	04/23/2021
Priority:	High	Due date:	
Assignee:	Baptiste Bideaux	% Done:	0%
Category:		Estimated time:	4:00 hours
Target version:			
Affected version:	1.0.0 (B8)		
Description			
Example:			
<pre>Actor "beam",image\$="beam.png" // This USED TO work, but now fails with Image Not Defined error.</pre>			
The actual path for the above file is: AOZ Drive/resources/images/Asteroids/Magic/beam.png			
Actor will only find image files in the root of the images folder: AOZ Drive/resources/images			

History

#1 - 04/23/2021 08:53 AM - Brian Flanagan

- Priority changed from Normal to High

#2 - 04/23/2021 09:23 AM - Brian Flanagan

- Assignee set to Baptiste Bideaux

#3 - 04/30/2021 10:13 AM - Baptiste Bideaux

- Status changed from New to Resolved

It's solved. The Transpiler goes through all the files in AOZ Drive and takes into account the first file found in the list.

#4 - 06/04/2021 07:52 AM - Brian Flanagan

- Affected version changed from 1.0.0 (B7) to 1.0.0 (B8)

Re-tested in 1.0.0 (B8) macOS

The problem is worse than before.
Now it won't find ANY files on the AOZ Drive!
For example:

```
Actor "magician",Image$="magic.png"
```

...causes the transpiler to crash.

```
...Compiler error: crash during compilation: Pass: 2, crash at line 0, column 35! The "path" argument must be of type string. Received type undefined...
```

#5 - 06/04/2021 07:52 AM - Brian Flanagan

- Status changed from Resolved to Feedback

#6 - 06/04/2021 08:14 AM - Brian Flanagan

NOTE: This appears to work fine in Windows, but fails in macOS.