

## AOZ Studio Beta - Bug #754

### Collisions with ice do not work in Magic demo.

05/20/2021 08:58 AM - Brian Flanagan

<b>Status:</b>	Feedback	<b>Start date:</b>	05/20/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	1:00 hour
<b>Target version:</b>	none		
<b>Affected version:</b>	1.0.0 (B8)		
<b>Description</b>			

#### History

##### #1 - 05/20/2021 09:11 AM - Brian Flanagan

- Priority changed from Normal to High

##### #2 - 05/24/2021 07:57 PM - Brian Flanagan

- File Actor\_Error\_On\_Magic\_Restart.png added

- Priority changed from High to Normal

As of the 5/24 version, collisions are now working, but there is still a problem.

When restarting the game, an error related to Actor is produced on the console. (See attached.)

##### #3 - 09/28/2021 03:55 PM - Francois Lionet

- Status changed from New to Feedback

- Assignee set to Francois Lionet

Cannot reproduce. Can you describe how you "restart" the application?

#### Files

Actor_Error_On_Magic_Restart.png	38.4 KB	05/24/2021	Brian Flanagan
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