

AOZ Studio Beta - Bug #775

issprite not working

06/09/2021 03:39 PM - Paul Kitching

Status:	Closed	Start date:	06/09/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B8)		

Description

issprite always returns true

```
#splashScreen:false
```

```
if isbob(1)
  print "Bob 1 found"
else
  print "No bob 1"
end if
if issprite(1)
  print "Sprite 1 found"
else
  print "No sprite 1"
end if
```

The colour of the command also only changes to pale blue if you put in a space (is sprite), but that would give a syntax error.

History

#1 - 06/11/2021 04:55 PM - David Baldwin

Fixed!

#2 - 06/27/2021 04:03 PM - David Baldwin

- Status changed from New to Resolved

#3 - 07/02/2021 06:07 PM - Paul Kitching

- Status changed from Resolved to Closed

Confirmed working in B8U15