AOZ Studio Beta - Bug #852

Actor dose not maintain modified Hrev property value

10/14/2021 07:42 PM - Ronen Malka

Status:	New		**Start date:**	10/14/2021
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	none			
Affected version:	1.0.0 (B10) u16			

Description

In the following example I'm trying to control an Arrow with the Left/Right keys.
I added OnChange event listener to modify the correct Hrev of the Actor: Actor "arrow", hrev=(int(X) < previousX)

During the key press the Actor change the Hrev correctly, but as soon as the key release Actor restore the Hrev to the previous value

Full code:

```
Global previousX

Actor "arrow", Image$="arrow",x=800,y=300, Scale=0.25, \
        Control$="ArrowRight: offsetX = 18; ArrowLeft: offsetX = -18", \
        LeftLimit=400, RightLimit=Screen Width + 60 ,OnChange$="onArrowMove"
do
    Wait Vbl
Loop

Procedure onArrowMove [EVENT$,INDEX$,X]
    if x<>previousX then log "previousX="+str$(previousX)+ Str$(Int(X) < previousX) +" " + EVENT$
    Actor "arrow", hrev= (int(X) < previousX)
    previousX=Int(X)
End Proc
```

Attached the code with the images.

Files

tst123.zip	8.29 MB	10/14/2021	Ronen Malka