AOZ Studio Beta - Bug #874

Sprite Anim on - Doesn't work without Move on

12/04/2021 04:12 PM - Alex Vac

Status:	Resolved		**Start date:**	12/04/2021
Priority:	Normal		**Due date:**	
Assignee:	Francois Lionet		**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	none			
Affected version:	1.0.0 (B11) u17			

Description

Sprite (or bob) ANIM ON does not work on its own. Needs to be "activated" by a MOVE line.

Example:

sprite 1,100,100,1 : anim 1,"(1,10)(2,10)" : anim on
wait key
move y 1,"(1,1,1)" : move on

History

#1 - 12/10/2021 08:18 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!