

AOZ Studio Beta - Bug #875

Sprite Anim on - Loop always on

12/04/2021 04:17 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 Animation loop is always ON, even if no L is added.

Example:

anim 1,"(1,10)(2,10)" : anim on

History

#1 - 12/07/2021 06:19 AM - Francois Lionet

- Status changed from New to Resolved

Fixed!