AOZ Studio Beta - Bug #877

Sprite Move - Move On glitch

12/05/2021 11:49 AM - Alex Vac

Status:	Resolved		**Start date:**	12/05/2021
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

Adding several MOVE ON causes sprites to ignore SPRITE OFF and MOVE OFF.
The sprites remember past commands resulting in "mutated" movement.

Example in action:
https://app.aoz.studio/4a7bm702/

Example Code:
```
START:
Paste Bob 100, 450, 3  // AOZ code image
sprite 1,250,150,1 : move y 1,"(1,4,15)(1,-4,15)l" : move on // remove this MOVE ON and it works
sprite 2,500,150,2 : move y 2,"(1,4,15)(1,-4,15)l" : move on
wait vbl
locate 5,9: Print"Press a key several times. Red sprite doesn't reset."
wait Key: cls: sprite off : move off
goto START
```

History

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

Fixed@! Was tricky. :)

#2 - 12/07/2021 06:20 AM - Francois Lionet

- Status changed from New to Resolved