AOZ Studio Beta - Bug #88

System variable 'Screen' not working

01/28/2020 01:47 PM - David Baldwin

Status:	Closed		**Start date:**	01/28/2020
Priority:	Normal		**Due date:**	
Assignee:	Francois Lionet		**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	0.9.4			
Affected version:	0.9.3.1			

Description

Example:

```
#splashScreen:false
Screen Open 1,320,256,32,Lowres
Screen 1
S=Screen
Print "Screen: ";S
Print Screen
```

S=Screen should assign current screen number to variable S - it doesn't.

Transpiler also throws up this error:- main.aoz:3:8: warning: variable 'screen' used without been declared

Both Print statement should display "1", and they display "0"

History

#1 - 02/03/2020 05:57 PM - Francois Lionet

- Status changed from New to Resolved

- Assignee set to Francois Lionet

- Target version set to 0.9.4

Ha! Corrected, forgot that you could use the token as a function too... Not very logical in the syntax Mr Lionet... What a lamer... Much better syntax in Blitz Basic. ;)

#2 - 03/07/2020 11:53 AM - Baptiste Pillot

- Description updated

- Status changed from Resolved to Closed

- source code : https://www.amos2.fr/ide/Amos2/Ide/Program/469
- run : https://www.amos2.fr/run/tickleman/88/
- result :

```
Screen:  1
 1
```

Ok, confirmed working and closed.