

AOZ Studio Beta - Bug #905

Get Bob Palette, is not currently there for an inst/func, currently missing.

07/23/2022 10:22 PM - malcolm harvey

Status:	New	Start date:	07/24/2022
Priority:	Normal	Due date:	
Assignee:	AOZ Developers	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0 (u38)		
Description			
Hmm ok, Get Bob Palette is not there in ide help but Get Sprite Palette is, I believe this like Get Sprite Palette is also (Deprecated need to use Get Images Palette by the look of it now as well.)			
..			
Also need to add Get Bob Palette tho into the cmd list in the ide like Get Sprite palette is as a instruction still available, and show its (Deprecated in F5 minihelp window also and pointing to Get Images palette) so people know what's going on there with that as well. Both were in AMOS.			

History

#1 - 07/23/2022 10:30 PM - malcolm harvey

malcolm harvey wrote:

Hmm ok, **Get Bob Palette** is not there in ide help but **Get Sprite Palette** is, I believe this like Get Sprite Palette is also (Deprecated need to use Get Images Palette by the look of it now as well.)

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Also need to add Get Bob Palette tho into the cmd list in the ide like Get Sprite palette is as a instruction still available, and show its (Deprecated in F5 minihelp window also and pointing to Get Images palette) so people know what's going on there with that as well. Both were in AMOS.

Slight update on that..(Was some incorrect info)

..

Get Bob Palette is not there in ide help but **Get Sprite Palette** is.
Need to add that also in the help tree under animate bob.

Also need to add Get Bob Palette tho into the cmd list in the ide like Get Sprite palette is as a instruction still available, and show its usage (Deprecated if changed also in F5 minihelp window) so people know what's going on there with that as well. Both were in AMOS.
eg: Below for F5 Window (For Get Bob Palette) to add in.

..

GET BOB PALETTE

instruction: load image colours into current screen

Get Bob Palette

Get Bob Palette mask

This command loads the whole colour palette used for your Bobs into the current screen. A mask can be added if you like, which will load a selection of these colours only. Each individual colour is represented by one "bit" of the mask being set to a zero (off) or a one (on). Colours run from right to left, so that colour zero is represented by the bit at the right-hand end of the mask, colour 1 is second from the right, and so on. Supposing there are 16 colours in your Bob palette, you would copy the first four colours like this:

```
X> Get Bob Palette %0000000000001111
```

#2 - 08/28/2022 09:14 PM - malcolm harvey

- Affected version changed from 1.0.0 (B15) to 1.0.0 (B16) u25

#3 - 05/04/2023 10:52 PM - malcolm harvey

- Affected version changed from 1.0.0 (B16) u25 to 1.0 (u38)

#4 - 05/11/2023 11:04 PM - malcolm harvey

- Subject changed from *Get Bob Palette* to *Get Bob Palette, is not currently there for an inst/func, currently missing.*

#5 - 05/11/2023 11:15 PM - malcolm harvey

Same in U43.

#6 - 06/18/2023 11:53 PM - malcolm harvey

- Assignee changed from *Francois Lionet* to *AOZ Developers*

Same in U44.