

AOZ Studio Beta - Bug #837

info.json hotSpots array still not being respected

09/26/2021 04:31 PM - Jason Wroe

Status:	Feedback	Start date:	09/26/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		

Description

(AMIGA) I had simple 4 frame animation which after changing the x,y values in the hotSpot array and drawing a box around the sprite I was able to determine that the sprite was not being offset to the new hotspot positions.

History

#1 - 09/28/2021 09:30 AM - Francois Lionet

- Status changed from New to Feedback
- Assignee set to Francois Lionet

Can you send me the animation? Better an Aozip? Difficult to fix without...