

## AOZ Studio Beta - Bug #851

### Actor loses its "LeftLimit" & "RightLimit" when it is modified in event procedure

10/14/2021 07:33 PM - Ronen Malka

<b>Status:</b>	New	<b>Start date:</b>	10/14/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	none		
<b>Affected version:</b>	1.0.0 (B10) u16		
<b>Description</b>			
<p>In the following example I'm trying to control an Arrow with the Left/Right keys. The Actor behaved as expected and was limited correctly.</p> <p>I added OnChange event listener to modify the correct Hrev of the Actor: Actor "arrow", hrev= (int(X) &lt; previousX) Now the limits does not work anymore.</p> <p>I also tried adding the limits strictly in the event procedure: Actor "arrow", hrev= (int(X) &lt; previousX),LeftLimit=400, RightLimit=Screen Width + 60 but this also did not work.</p> <pre>Global previousX  Actor "arrow", Image\$="arrow",x=800,y=300, Scale=0.25, \     Control\$="ArrowRight: offsetX = 18; ArrowLeft: offsetX = -18", \     LeftLimit=400, RightLimit=Screen Width + 60 ,OnChange\$="onArrowMove" do     Wait Vbl Loop  Procedure onArrowMove [X]     Actor "arrow", hrev= (int(X) &lt; previousX)     previousX=Int(X) End Proc</pre> <p>Attached the code with the images.</p>			

#### Files

tst123.zip

8.29 MB

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