

AOZ Studio Beta - Bug #865

1 pixel bobs don't have collisions detected

11/13/2021 03:17 PM - Paul Kitching

Status:	Resolved	Start date:	11/13/2021
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

I use a 1 pixel bob at the mouse x,y to detect collisions with bobs. This stopped working in Beta 10 and is still the same in Beta 11.

If I make the bob 2x2 pixels collisions work.

Make two images in 1.images. 100.pixel1.png and 101.pixel2.png

The first should be a 1x1 pixel and the second is 2x2

If you press space to change between them, you will only get collisions for the larger one.

```
flash off:curs off
ink 17
bar 10,10,10,10
get image 99,10,10,10,10
bob 1,50,50,99
presstime#=timer
size=100
do
  if inkey$<>" " and timer-presstimer#>1
    add size,1,100 to 101
    presstime#=timer
  end if
  bob 2,x mouse,y mouse,size
  if bob col(2)
    if col(1)
      cls
      locate 0,0:print "hit"
    end if
  else
    cls
    locate 0,0:print "no collision", "bob"+str$(size)
  end if
  wait vbl
loop
```

History

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

- Status changed from New to Resolved

Fixed!