

Issues

#	Project	Tracker	Priority	Status	Subject	Updated	Author	Affected version	Target version
121	AOZ Studio Beta	Bug	High	Closed	Limit Bob	02/13/2022 05:29 PM	Nick Morison	Beta RC2	0.9.5
402	AOZ Studio Beta	Bug	High	Closed	Chr\$(8), Chr\$(9), Chr\$(10), Chr\$(12),Chr\$(13) are not processed properly in AOZ.	02/13/2022 05:29 PM	Brian Flanagan	1.0.0 (B10) u16	
725	AOZ Studio Beta	Bug	Normal	Closed	Sprite Off is causing an internal error	05/21/2021 09:37 PM	David Baldwin	Beta 7	
847	AOZ Studio Beta	Bug	High	Closed	BSave is saving one less byte than it should. Also, the example shown on the F5 help is wrong.	10/22/2021 11:55 AM	Brian Flanagan		1.0.0 (B10) u16
766	AOZ Studio Beta	Bug	Normal	Closed	Bar command draws bars 1 pixel too small in both directions.	02/13/2022 05:28 PM	Brian Flanagan	1.0.0 (B8)	1.0.0 (B10) u16
846	AOZ Studio Beta	Bug	High	Closed	Bob command does not use the graphic cursor as it should!	10/15/2021 11:57 AM	Brian Flanagan	1.0.0 (B10) u16	none
803	AOZ Studio Beta	Bug	High	Closed	Sounds play intermittently. (Approximately every other time they're called.)	09/22/2021 09:41 PM	Brian Flanagan	1.0.0 (B10) u16	none
843	AOZ Studio Beta	Bug	Normal	Closed	Paste Bob with a rotation leave some strange artifacting	02/13/2022 05:29 PM	Jason Wroe	1.0.0 (B10) u16	none
845	AOZ Studio Beta	Bug	Normal	Closed	play audio with an expression gives an error	02/13/2022 05:29 PM	Paul Kitching	1.0.0 (B10) u16	none
810	AOZ Studio Beta	Bug	Normal	Closed	Del Asset giving an internal error	02/13/2022 05:29 PM	Paul Kitching	1.0.0 (B10) u16	none
857	AOZ Studio Beta	Bug	Normal	Closed	Some text window effects aren't working.	11/07/2021 09:40 PM	Brian Flanagan	1.0.0 (B10) u16	none
789	AOZ Studio Beta	Bug	Normal	Closed	volume audio a,b-c gives internal error	07/15/2021 10:13 AM	Paul Kitching	1.0.0 (B8)	none