

AOZ Studio Beta - Bug #140

Play command (for sound) isn't working.

02/06/2020 05:04 PM - Brian Flanagan

Status:	New	Start date:	02/06/2020
Priority:	Low	Due date:	
Assignee:	AOZ Studio Team	% Done:	0%
Category:		Estimated time:	8:00 hours
Target version:			
Affected version:	Beta RC3		

Description

Example: Help_24 from AMOSPro_Examples.

The first few times I ran this all of the sounds worked. Then, for no apparent reason, they quit working. The Bell command continues to work, but the Play commands just quit.

I even tried stopping Visual Studio and Google Chrome, and restarting, but they still weren't working. Yes, I also tried clearing the browser cache. Originally, I had voice 1 and 2 for the 1st and 2nd play command, but I changed it to 15 to make sure it wasn't voice related.

Since this is an intermittent error, you may need to close and re-open or run it several times before the Play command quits working.

Here's a complete example:

```
#manifest:"amiga"
#speed: "safe"

Print "Press mouse button to cycle sounds."
Repeat
  Print "Boom!" : Boom
  ClickAndRelease
  Print "Play 1" : For N=20 To 40 : Play 15,N,1 : Next
  ClickAndRelease
  Print "Shoot." : Shoot
  ClickAndRelease
  Print "Play 2" : For N=20 To 40 : Play 15,41-N,1 : Next
  ClickAndRelease
  Print "Bell" : Bell
  ClickAndRelease
Until The_End_Of_Time

Procedure ClickAndRelease
  Repeat Until Mouse Key <> 0
  Repeat Until Mouse Key = 0
End Proc
```

History

#1 - 10/07/2020 11:51 AM - Brian Flanagan

- Subject changed from *Play command (for sound) works intermittently.* to *Play command (for sound) isn't working.*
- Assignee set to *AOZ Studio Team*
- Priority changed from *Normal* to *Low*
- Estimated time set to *8:00 h*
- Affected version changed from *0.9.4* to *Beta RC3*

Previous affected version was 0.9.4. In versions prior to 0.9.4 Play was partially working. In version 0.9.4 it was working intermittently.

In the current version: Beta RC3, Play is not working at all.

#2 - 05/07/2023 12:43 PM - malcolm harvey

Tested again..

This is now working in V1.x rel U43.