

AOZ Studio Beta - Bug #153

The Scin(x,y) function compiles, but doesn't work. It always returns 1.

02/08/2020 03:38 AM - Brian Flanagan

Status:	Closed	Start date:	02/08/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.5		
Affected version:	0.9.4		
Description			
Example: Help_36 from AMOSPro_Examples disk.			
Each screen should return a different number, but they all return 1.			

History

#1 - 02/21/2020 10:14 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.5

Fixed!

#2 - 03/06/2020 05:36 PM - Brian Flanagan

- Status changed from Resolved to Closed

Tested in 0.9.6. Verified Scin(x,y) is working now.