

## AOZ Studio Beta - Bug #159

**Dir\$="AMOSPro\_Examples:Music/" fails. "Drive Not Found" error, but drive and folder exist on default filesystem.**

02/08/2020 08:01 PM - Brian Flanagan

<b>Status:</b>	Closed	<b>Start date:</b>	02/08/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.5		
<b>Affected version:</b>	0.9.4		
<b>Description</b>			
Example: Help_72 from AMOSPro_Examples disk.			
Probably related to bug <a href="#">#158</a> .			

### History

#### #1 - 02/21/2020 09:54 PM - Francois Lionet

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

#### #2 - 04/04/2020 08:11 AM - Baptiste Pillot

I try to reproduce this, but Help\_72/main.aoz does not run "as this" :

- Track Loop Of : syntax error. I replaced by Track Loop Off and it seems to compile better. A search-and-replace into the main.aoz would be appreciated.
- The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. I added a wait key at the beginning of the source code, but these warnings persist and nothing seems to move on the screen (or the audio) :

```
audio.js:61 The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. https://goo.gl/7K7WLu
(anonymous) @ audio.js:61
tracker.js:59 ticktime: 0.02
howler.js:2432 The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. https://goo.gl/7K7WLu
```

(0.9.7 test 2)

Can you help me to run this, with the right code ?

#### #3 - 04/19/2020 10:04 PM - Brian Flanagan

- Status changed from Resolved to Closed

Re-tested with 0.9.8.1. The "Drive Not Found" error has been fixed.  
I had already corrected the typo in Help\_72 - the issue was "Drive Not Found".

On the unrelated issue of the typo...

Yes, it works now, but **the example program still needs to be fixed** . (The typo was still in Help\_72.)