# AOZ Studio Beta - Bug #260

## Sprite Off n

02/27/2020 07:28 PM - Anonymous

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|---|---|---|---|---|
| **Status:** | Resolved | | **Start date:** | 02/27/2020 |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | | | **% Done:** | 0% |
| **Category:** | | | **Estimated time:** | 0:00 hour |
| **Target version:** | | | | |
| **Affected version:** | 0.9.5 | | | |

**Description**

I've just replaced all my references to 'Bob' with 'Sprite' The program runs fine but stops at Sprite Off (number).

Using Version 0.9.5.1

**History**

**#1 - 10/08/2020 02:49 PM - Brian Flanagan**

*- Status changed from New to Resolved*

Re-tested in Beta RC3.
It's working now!