

AOZ Studio Beta - Bug #305

Compiler not compiling

03/15/2020 11:54 AM - Truls Osmundsen

Status:	Closed	Start date:	03/15/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.8		
Affected version:	0.9.6.4		
Description			
<p>Version 0.9.6.4 setup 2 is still not compiling my game (that compiles perfect inside 0.9.6.3). When removing "Line Input #2,A\$" from the code it compiles inside 0.9.6.4. So, back to 0.9.6.3 it is for me. Here is the compilers error in 0.9.6.4:</p> <pre>main.aoz:1:1: Compiler error: crash during compilation: pass: 0 info is not defined referenceerror: info is not defined at information.extractnextword (c:\snapshot\compiler\compiler.js:0:0) at gettag (c:\snapshot\compiler\compiler.js:0:0) at zeropass (c:\snapshot\compiler\compiler.js:0:0) at object.module.exports.compile (c:\snapshot\compiler\compiler.js:0:0) at compile (c:\snapshot\compiler\aoz.js:0:0) at aoz (c:\snapshot\compiler\aoz.js:0:0) at object. (c:\snapshot\compiler\aoz.js:0:0) at module._compile (pkg/prelude/bootstrap.js:1261:22) at object.module._extensions..js (internal/modules/cjs/loader.js:787:10) at module.load (internal/modules/cjs/loader.js:651:32)</pre> <p>Internal error Task failed, no code generated...</p> <p>Terminal will be reused by tasks, press any key to close it.</p>			

History

#1 - 03/15/2020 12:37 PM - Truls Osmundsen

Can be tested with:

```
Open In 2,"Test.txt"
Line Input #2,A$
Close 2
```

This will make the error above.
Commenting out the "Line Input" will make the error go away.

#2 - 04/16/2020 04:46 AM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.8

Just checked, it works in 0.9.8.

#3 - 09/03/2020 07:42 PM - Brian Flanagan

- Status changed from Resolved to Closed

Re-tested in 0.9.9.4 RC1. Still works!