

## AOZ Studio Beta - Bug #338

### Sam Stop has stopped working

04/10/2020 07:55 PM - David Baldwin

<b>Status:</b>	Closed	<b>Start date:</b>	04/10/2020
<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>	0.9.8.1		
<b>Affected version:</b>	0.9.8		
<b>Description</b>			
Sam stop was working in 0.9.7, and now it doesn't in 0.9.8.			
It compiles ok, just has no effect on playing samples, either as 'Sam Stop' or 'Sam Stop integer'			

### History

#### #1 - 04/14/2020 09:25 AM - Francois Lionet

- Status changed from New to Feedback

- Target version set to 0.9.8.1

Please re-test with new version, it worked here.

#### #2 - 04/14/2020 04:25 PM - Phil Bell

I have found the problem in file v1\_0\_sounds.js

```
Voice.prototype.stopSound = function( args )
```

You have a number of references to **this.aoz.EASY**

I think these should be **this.aoz.ASSET**

I have changed these in my local file and the function now works :-)

#### #3 - 08/17/2020 07:35 PM - David Baldwin

- Status changed from Feedback to Closed

#### #4 - 06/25/2021 09:38 AM - malcolm harvey

This has broken again in Beta 1.0.0 V8, Sam stop x has no effect.