

AOZ Studio Beta - Bug #343

Dual Priority causes Internal Error

04/15/2020 05:48 AM - Brian Flanagan

Status:	Closed	Start date:	04/15/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.8.1		
Affected version:	0.9.8		
Description			
Example 1: Help_37 from AMOSPro_Examples.			
Results in Magician error caused by Internal error on "Dual Priority 0,1"			
Example 2: Here's a complete example extracted from above example.			
It will fail in both Amiga and PC manifests with the same error except that in Amiga it will also cause a Magician error.			
<pre>Screen Open 1,320,256,8,Lowres : Flash Off : Curs Off : Cls 0 Palette 0,\$2,\$4,\$6,\$8,\$A,\$C,\$E,0,\$200,\$400,\$600,\$800,\$A00,\$C00,\$E00 Screen Open 0,320,200,8,Lowres : Flash Off : Curs Off : Cls 0 Palette 0,\$200,\$400,\$600,\$800,\$A00,\$C00,\$E00</pre>			
<pre>Dual Playfield 0,1 : Wait Vbl Dual Priority 0,1</pre>			

History

#1 - 04/16/2020 03:52 AM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.8.1

Fixed!

#2 - 04/19/2020 09:30 PM - Brian Flanagan

- Status changed from Resolved to Closed

re-tested in 0.9.8.1 It's fixed!