

AOZ Studio Beta - Bug #361

Rain Command - Illegal function call

04/29/2020 10:52 AM - Nick Morison

Status:	Feedback	Start date:	04/29/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.9.2		
Affected version:	0.9.9.4-RC1		

Description

The below code generates an illegal function call at the Rain command:

```
#manifest:"amiga"  
#speed:"safe"  
#splashScreen:false  
#fullScreen:false
```

```
cls 0  
set rainbow 0,0,200,"", "", ""  
rain(0,100)=$FFF  
rainbow 0,0,40,200  
wait Key
```

(Works as expected in Amos (draws a single white line into the rainbow)).

History

#1 - 05/14/2020 03:40 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.9.2

Fixed! Could you check that the rainbows work the same, "display" the same in AOZ and AMOS? And report here? That would be cool... ;)

#2 - 06/20/2020 04:57 PM - Brian Flanagan

- Status changed from Resolved to Feedback
- Affected version changed from 0.9.8.1 to 0.9.9.2

I tested this in 0.9.9.2.

Apparently, Rain(x,y) is still causing Illegal Function call errors.
I'm not sure why this was marked as resolved!

I got the same error when trying to run the "Over The Rainbow" demo from "Mastering Amiga AMOS".

#3 - 09/07/2020 08:32 AM - Brian Flanagan

- Affected version changed from 0.9.9.2 to 0.9.9.4-RC1

Still fails in 0.9.9.4-RC1.

Related to Bug#464