

AOZ Studio Beta - Bug #41

Zones cause massive slowdown

01/21/2020 04:25 PM - Anonymous

Status:	Rejected	Start date:	01/21/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.2.6		
Description			
<pre>reserve zone 3 box 10,10 to 50,50 set zone 1,10,10 to 50,50 box 80,10 to 150,50 locate 30,0:print xgr,ygr set zone 2,80,10 to 150,50 locate 10,20:print "MOUSE..." while mouse key=0 locate 0,0:print "Zone: ";str\$(mouse zone) locate 15,0:print int(x mouse),int(y mouse) locate 15,1:print int(x hard(x mouse)),int(y hard(y mouse)) wend</pre>			
This almost stops my PC from responding.			

History

#1 - 01/21/2020 04:38 PM - Paul Kitching

I submitted this before creating an account.

I now know what the problem is. It's not zones, it's having a loop without a WAIT VBL. A lot of my code that I've created to test commands doesn't have a wait vbl in the loops, as it used to run really quickly without it, but now it causes problems and unresponsiveness.

#2 - 01/21/2020 05:24 PM - Francois Lionet

- Status changed from New to Rejected

this is not actually a 'bug'. You HAVE to slow down loops in AOZ with a Wait Vbl, or choose another settings for the 'speed' parameter in the manifest. 'safe' is good, or 'graphics'...

I will work on that so that it is automatic in the middle of February...