

## AOZ Studio Beta - Bug #422

### Amal programs don't appear to be running.

08/01/2020 03:09 PM - David Baldwin

<b>Status:</b> Closed	<b>Start date:</b> 08/01/2020
<b>Priority:</b> High	<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>	
<b>Affected version:</b> Beta RC2	
<b>Description</b> AMAL appears to have stopping working. Everything compiles and runs ok, just nothing happens when amal programs are called.	

#### History

##### #1 - 09/19/2020 10:35 AM - Brian Flanagan

- File *AMAL\_Error.png* added
- Status changed from *New* to *In Progress*
- Priority changed from *Normal* to *High*
- Affected version changed from *0.9.9.4* to *Beta RC2*

Apparently, there are still issues with AMAL.

All 7 AMAL test programs from AMOSPro\_Tutorial disk fail with:

```
Animation channel not opened: %1 at line: LLLL, column: CCCC, in file main.aoz.  
Program Ended
```

See attached snapshot.

##### #2 - 09/27/2020 05:40 PM - Francois Lionet

- Status changed from *In Progress* to *Resolved*

The "Channel Not opened" error does not happen anymore.

##### #3 - 09/28/2020 12:14 PM - David Baldwin

- Status changed from *Resolved* to *Closed*

#### Files

AMAL_Error.png	16.8 KB	09/19/2020	Brian Flanagan
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