

## AOZ Studio Beta - Bug #447

### Changing Joysticks causes AOZ to crash

08/13/2020 03:28 AM - Brian Flanagan

<b>Status:</b>	Closed	<b>Start date:</b>	08/12/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Brian Flanagan	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.9.4-RC1		
<b>Affected version:</b>	0.9.9.4		
<b>Description</b>			

#### History

##### #1 - 08/13/2020 03:34 AM - Brian Flanagan

- Assignee set to Brian Flanagan
- Affected version set to 0.9.9.4

Either joystick works fine by itself, but unplugging, and plugging in another stick can cause AOZ to crash. It seems to have to do with going from a more complex controller to a less complex one.

##### #2 - 09/01/2020 07:07 PM - Brian Flanagan

- Status changed from New to In Progress
- Target version set to 0.9.9.4-RC1

Event handlers added for connect/disconnect.

##### #3 - 09/11/2020 05:04 PM - Brian Flanagan

- Status changed from In Progress to Resolved

As it turns out, the program being used to test the joystick operation was not taking into account the changes when a joystick is changed. Modified the Gamepad Tester program to fix this problem.

##### #4 - 09/11/2020 05:05 PM - Brian Flanagan

- Status changed from Resolved to Closed