

AOZ Studio Beta - Bug #464

In Rain (n,l) =c, c is incorrectly limited to the range of 0 to 255, when it should be 0-\$FFF for Amiga and 0-\$FFFFFF for AOZ.

09/03/2020 07:11 PM - Brian Flanagan

| | | | |
|--------------------------|-----------------|------------------------|------------|
| Status: | Feedback | Start date: | 09/03/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | AOZ Studio Team | % Done: | 0% |
| Category: | | Estimated time: | 1:00 hour |
| Target version: | 0.9.9.4-RC1 | | |
| Affected version: | Beta RC3 | | |

Description

Example:

```
Screen Open 0,320,256,32,Lowres
Cls 0
Set Rainbow 0,0,255,"","",""
Rainbow 0,0,0,255
For y=0 to 255
  Rain(0,y) = Rnd($FFF)
Next y
Wait Key
```

The result is an illegal function call.

The result should be a rainbow with random colors.

Limiting it to Rnd(\$FF) will correct the function, but of course, will limit the color to shades of blue for both platforms.

History

#1 - 09/16/2020 01:57 PM - Brian Flanagan

- Estimated time set to 1:00 h

#2 - 09/27/2020 05:29 PM - Francois Lionet

- Status changed from New to Resolved

Fixed, also fixed, short colors were not supported in Rainbows.

#3 - 10/05/2020 09:40 AM - Brian Flanagan

- Status changed from Resolved to Feedback

- Affected version changed from 0.9.9.4-RC1 to Beta RC3

Re-tested in Beta RC3.

Still getting illegal function call with any number larger than 255.

Perhaps the change hasn't been deployed yet?