

AOZ Studio Beta - Bug #496

When using Add to increment an Integer variable, if the amount you're adding comes from a float NaN is the result.

09/16/2020 09:34 AM - Brian Flanagan

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|---------------------------------------------------------------------------------------------------------------------|----------------|------------------------|------------|
| Status: | Closed | Start date: | 09/16/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | Brian Flanagan | % Done: | 0% |
| Category: | | Estimated time: | 2:00 hours |
| Target version: | Beta RC2 | | |
| Affected version: | Beta RC2 | | |
| Description | | | |
| <pre>LEVEL = 50 V# = 10 Add LEVEL, V# Print LEVEL</pre> | | | |
| The result printed is: NaN | | | |
| The work-around (and best practice) is to use Int on a floating point operand that will modify an integer variable. | | | |

History

#1 - 09/16/2020 12:48 PM - Brian Flanagan

- Status changed from In Progress to Resolved
- Target version set to Beta RC2

It's fixed.

#2 - 09/16/2020 01:55 PM - Brian Flanagan

- Estimated time set to 2:00 h

#3 - 04/11/2021 02:51 PM - Brian Flanagan

- Status changed from Resolved to Closed

Resolved in Beta RC2.

Works in the current Version as well. (1.0.0 (B7))