

## AOZ Studio Beta - Bug #521

### Sprite Show N causes internal error

09/29/2020 03:25 AM - Brian Flanagan

<b>Status:</b>	Closed	<b>Start date:</b>	09/28/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	AOZ Studio Team	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	2:00 hours
<b>Target version:</b>	Beta RC4		
<b>Affected version:</b>	Beta RC3		
<b>Description</b>			
Example:			
<pre>#manifest: "amiga" #fullScreen: true  Screen Open 0,320,200,32,Lowres Palette 0,\$FFF,\$F00,\$0F0,\$00F,\$FF0,\$0FF,\$F0F Cls 0 : Curs Off : Flash Off Ink 0 : Box 0,0 To 319,199 ' this is because of another issue...  Ink 2 : Circle 6,6,5  Get Sprite 1, 0,0 To 13,13  Cls 0 Sprite 1,10,10,1 Sprite Show 1 ' This fails.  End</pre>			
NOTE: If the exact same code above is modified for Bobs vs. Sprites, it works.			

#### History

##### #1 - 10/06/2020 08:17 PM - Francois Lionet

- Status changed from New to Resolved
- Target version set to Beta RC4

Fixed

##### #2 - 10/09/2020 12:00 PM - Brian Flanagan

- Status changed from Resolved to Closed

Sprite Show is working with 10/9 updates.