

AOZ Studio Beta - Bug #581

Sam Loop doesn't loop

11/17/2020 08:36 PM - Paul Kitching

Status:	Feedback	Start date:	11/17/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	Beta 1		
Description			
#manifest: "aoz" #splashScreen:false sam loop on sam play 1 wait Key end			
Sample 1 should loop until you press a key. It only plays once then stops.			

History

#1 - 04/01/2021 03:32 PM - Francois Lionet

- Status changed from New to Feedback

Will be fixed when re-write the sound engine from scratch. next week (4th of April-> start on it).