

## AOZ Studio Beta - Bug #74

### Calling Shoot or Boom too quickly in succession causes Internal error

01/24/2020 05:51 AM - Anonymous

<b>Status:</b>	Closed	<b>Start date:</b>	01/24/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Francois Lionet	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.4		
<b>Affected version:</b>	0.9.3.1		
<b>Description</b>			
If Shoot or Boom is called a second time too quickly, it will cause an Internal error.			
In this example, the first click works, but successive clicks cause an Internal error.			
Repeat			
If Mouse Key = 1 Then Shoot			
Until Mouse Key = 2			
This can be corrected by putting in a sufficient delay:			
Repeat			
If Mouse Key = 1 Then Shoot			
Wait Vbl			
Until Mouse Key = 2			

#### History

##### #1 - 01/24/2020 07:07 AM - Brian Flanagan

Oops. Forgot to login again. This is me: Brian Flanagan

##### #2 - 01/27/2020 08:23 PM - Baptiste Pillot

- Assignee set to Francois Lionet

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/446>
- run (Chrome only works) : <https://www.amos2.fr/run/tickleman/74/>
- left-click, wait one or two seconds (or don't wait), then click again
- result : Internal error at line: 2, column: 27.

Console on first click (sounds fired well) :

```
howler.js:1484 Uncaught RangeError: Maximum call stack size exceeded
    at Object.action (howler.js:1484)
    at Howl._loadQueue (howler.js:1893)
    at Howl._loadQueue (howler.js:1888)
    at Howl._emit (howler.js:1868)
    at Howl.volume (howler.js:1242)
    at Object.action (howler.js:1210)
    at Howl._loadQueue (howler.js:1893)
    at Howl._loadQueue (howler.js:1888)
    at Howl._emit (howler.js:1868)
    at seekAndEmit (howler.js:1613)
action @ howler.js:1484
_loadQueue @ howler.js:1893
_loadQueue @ howler.js:1888
_emit @ howler.js:1868
volume @ howler.js:1242
action @ howler.js:1210
_loadQueue @ howler.js:1893
_loadQueue @ howler.js:1888
_emit @ howler.js:1868
seekAndEmit @ howler.js:1613
seek @ howler.js:1632
```

action @ howler.js:1583  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
rate @ howler.js:1530  
action @ howler.js:1485  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
volume @ howler.js:1242  
action @ howler.js:1210  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
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\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
volume @ howler.js:1242  
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\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
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\_loadQueue @ howler.js:1888  
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volume @ howler.js:1242  
action @ howler.js:1210

\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
seekAndEmit @ howler.js:1613  
seek @ howler.js:1632  
action @ howler.js:1583  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
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action @ howler.js:1485  
\_loadQueue @ howler.js:1893  
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action @ howler.js:1210  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
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seekAndEmit @ howler.js:1613  
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\_loadQueue @ howler.js:1888  
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seek @ howler.js:1632  
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\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
rate @ howler.js:1530

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seek @ howler.js:1632  
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\_loadQueue @ howler.js:1888  
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\_loadQueue @ howler.js:1893  
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\_emit @ howler.js:1868  
volume @ howler.js:1242  
action @ howler.js:1210  
\_loadQueue @ howler.js:1893  
\_loadQueue @ howler.js:1888  
\_emit @ howler.js:1868  
seekAndEmit @ howler.js:1613  
seek @ howler.js:1632





```
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
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doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
requestAnimationFrame (async)  
doUpdate @ aoz.js:605  
Show 170 more frames  
2howler.js:1887 Uncaught RangeError: Maximum call stack size exceeded  
  at Array.shift (<anonymous>)  
  at Howl._loadQueue (howler.js:1887)  
  at Howl._emit (howler.js:1868)  
  at seekAndEmit (howler.js:1613)  
  at Howl.seek (howler.js:1632)  
  at Object.action (howler.js:1583)  
  at Howl._loadQueue (howler.js:1893)  
  at Howl._loadQueue (howler.js:1888)  
  at Howl._emit (howler.js:1868)  
  at Howl.rate (howler.js:1530)
```

Console on second click (crash) :

```
Maximum call stack size exceeded  
aoz.js:257 RangeError: Maximum call stack size exceeded  
  at Howl.seek (howler.js:1)  
  at Howl.rate (howler.js:1520)  
  at Object.action (howler.js:1485)  
  at Howl._loadQueue (howler.js:1893)  
  at Howl._loadQueue (howler.js:1888)  
  at Howl._emit (howler.js:1868)  
  at Howl.volume (howler.js:1242)  
  at Object.action (howler.js:1210)  
  at Howl._loadQueue (howler.js:1893)  
  at Howl._loadQueue (howler.js:1888)  
aoz.js:588 Internal error at line: 2, column: 27.  
aoz.js:590 Program ended successfully.
```

### #3 - 02/03/2020 06:16 PM - Francois Lionet

- Status changed from *New* to *Resolved*
- Target version set to 0.9.4

Cannot get it to crash on my machine. So maybe it is corrected in 9.4... Could you check?

### #4 - 02/22/2020 12:54 PM - Brian Flanagan

- Status changed from *Resolved* to *Closed*

Although it isn't causing an Internal Error any more, it is still failing - just differently. Instead of crashing, the Aoz code just locks up, continually triggering the sound, but never checking the Mouse Key to see that the mouse button been released, or that the right button has been clicked.

I'm opening a new issue for the new, but related error.