

## AOZ Studio Beta - Bug #864

### issue loading .mp3 files under resource/assets/subfolders

11/12/2021 10:26 PM - malcolm harvey

<b>Status:</b>	Closed	<b>Start date:</b>	11/13/2021
<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>	none		
<b>Affected version:</b>	1.0.0 (B16) u27		
<b>Description</b>			
There is a bug, with .wav and .ogg work from a sub folder under assets eg: resources/assets/tunes but if you want to use a .mp3 file you can only load these files it from the main assets folder they wont load from assets/tunes, you get error cant find file. .. usage: Load Asset "boom.mp3","boom"			

### History

#### #1 - 11/17/2022 12:22 PM - malcolm harvey

- Assignee changed from AOZ Studio Team to Francois Lionet

#### #2 - 11/17/2022 12:23 PM - malcolm harvey

- Affected version changed from 1.0.0 (B11) u17 to 1.0.0 (B16) u27

#### #3 - 11/17/2022 09:40 PM - malcolm harvey

- Status changed from New to Closed

Ive tested it again and it now appears to have been corrected in U27.

Resolved.

Note: Oddly enough, I do remember long ago, that you could just specify say .ogg/.wav/.mp3 and as long as you were using load asset it would go and look and scan your assets sub folders as well without specifying the subfolder.

ie: Load Asset "music.mp3", "music"

It matters not though as the above it logical and works fine.