

AOZ Studio Beta - Bug #882

For loop fails if Step is set using hex or a binary \*constant\*

12/25/2021 03:59 AM - Brian Flanagan

Status:	Resolved	Start date:	12/24/2021
Priority:	Normal	Due date:	
Assignee:	AOZ Developers	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B12) u19		

**Description**

I can use a variable without a problem. I can also use a decimal constant.  
If, however, I use a binary or hex constant, the For loop will continue past the limit.  
For example:

This works:

```
gbStart=$E1E1
gbEnd=$FFFF
gbStep=$202
For gb=gbStart To gbEnd Step gbStep
  Locate 0,0 : Print Hex$(gb,6);
  Print Using "-#####";gb
  Wait Key
Next gb
```

This will also work:

```
gbStart=$E1E1
gbEnd=$FFFF
gbStep=$202
For gb=gbStart To gbEnd Step 514
  Locate 0,0 : Print Hex$(gb,6);
  Print Using "-#####";gb
  Wait Key
Next gb
```

This will NOT work:

```
gbStart=$E1E1
gbEnd=$FFFF
gbStep=$202
For gb=gbStart To gbEnd Step $202
  Locate 0,0 : Print Hex$(gb,6);
  Print Using "-#####";gb
  Wait Key
Next gb
```

This also will NOT work:

```
gbStart=$E1E1
gbEnd=$FFFF
gbStep=$202
For gb=gbStart To gbEnd Step %001000000010
  Locate 0,0 : Print Hex$(gb,6);
  Print Using "-#####";gb
  Wait Key
Next gb
```

History

#### #1 - 01/20/2022 08:45 PM - David Baldwin

Why would you do that Brian? ;)

#### #2 - 02/13/2022 06:57 PM - David Baldwin

- Status changed from New to Resolved

#### #3 - 02/17/2022 08:04 AM - Brian Flanagan

- Status changed from Resolved to Feedback

- Affected version changed from 1.0.0 (B11) u17 to 1.0.0 (B12) u19

Still fails. (re-tested in newest 1.0.0 (B12) u19 version (as of 2/16/2022)

Loop still continues beyond the limit.

Here's another example:

```
gbStart=$E1E1
gbEnd=$FFFF
gbStep=$202
Print Using "Start: -#####";gbStart
Print Using "End:   -#####";gbEnd
For gb=gbStart To gbEnd Step $202
    Locate 0,3
    Print Hex$(gb,6);
    Print Using "-#####";gb;
    If gb > gbEnd Then Locate 20,1 : Print Using "< -#####";gb
    Wait 0.3
Next gb
```

Why? For some applications, it's easier to do things in Hex!

#### #4 - 06/29/2022 10:55 AM - Francois Lionet

- Status changed from Feedback to Resolved

Seems fixed!