

AOZ Studio Beta - Bug #96

Help_65 from the AmosPro Examples : browser memory overflow

02/01/2020 07:24 AM - Baptiste Pillot

Status:	Closed	Start date:	02/01/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.4		
Affected version:	0.9.3.2		
Description			
<p>This consumes a lot of memory in Chrome (no CPU, only Memory), and finally the browser crashes, after about 10 seconds on my PC.</p>			
<pre>#manifest:"amiga" #splashScreen:off Rem *** tidy up screen and print instructions Default : Screen Open 0,680,640,8,Lowres Palette \$0,\$FF0,\$F77,\$FF,\$111,\$333,\$555,\$777 Curs Off : Flash Off : Cls 0 : Paper 0 : Hide Set Rainbow 0,0,256,"",""(16,1,2) : Rainbow 0,1,48,256 Pen 1 : Locate 13,5 : Print "ON THE NEXT SCREEN" Pen 2 : Locate 2,8 : Print "Scroll around the screen using the mouse" Locate 3,10 : Print "Press left mouse key to paste an Icon" Locate 7,12 : Print "Press right mouse key to quit" Locate 6,20 : Print "Press any mouse key to continue" Repeat : Until Mouse Key : Screen Hide : Wait Vbl : Cls 0 ' Rem *** draw and grab an icon Ink 3 : Box 0,0 To 30,30 Draw 0,0 To 30,30 : Draw 0,30 To 30,0 Ink 5 : Paint 15,5 : Ink 7 : Paint 15,25 Ink 4 : Paint 5,15 : Ink 6 : Paint 25,15 Get Icon 1,0,0 To 31,31 : Cls 0 : ' Rem *** set out the demo screen Ink 1 : Pen 1 : Paper 0 COUNT=1 For Y=0 To 15 For X=0 To 19 Locate X*4+1,Y*4+1 : Print COUNT Inc COUNT Next Next Screen Show : Show : Change Mouse 2 ' Do Screen Offset 0,X Mouse-128,Y Mouse-46 If Mouse Key=1 Then Paste Icon X Screen(X Mouse),Y Screen(Y Mouse),1 If Mouse Key=2 Then Edit Wait Vbl Loop • source : https://www.amos2.fr/ide/Amos2/Ide/Program/457 • run : https://www.amos2.fr/run/tickleman/23/</pre>			
Related issues:			
Related to AOS Studio Beta - Bug #23: Default causes Internal Error		Closed	01/18/2020

History

#1 - 02/01/2020 07:24 AM - Baptiste Pillot

- Related to Bug #23: Default causes Internal Error added

#2 - 02/03/2020 03:51 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.4

Problems in rainbows. Now works perfectly, and with rainbows in 'slow' mode => exactly as on the Amiga! :)

#3 - 03/07/2020 12:07 PM - Baptiste Pillot

- Description updated

- Status changed from Resolved to Closed

Seems ok, no memory overflow for me.

Files

main.aoz	5.13 KB	02/01/2020	Baptiste Pillot
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