

## AOZ Studio Beta - Bug #304

### Track Play doesnt work in Crome on page load without focus

03/14/2020 10:41 AM - Truls Osmundsen

<b>Status:</b>	Rejected	<b>Start date:</b>	03/14/2020
<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>	0.9.8.1		
<b>Affected version:</b>	0.9.6.4		

#### Description

Track Play doesnt work (in CROME) if its the first thing that happens and the canvas doesnt have focus yet. I have to make the user press on the canvas to get focus BEFORE I start playing to hear anything. It will work in Firefox though...

Here is an example, put this in the "Sound Track"-example and DONT press anything in the browser with your mouse. The program will start, but no sound...

```
#manifest:"pc"
#fullScreen:true
Track Load "mods/modtuto.mod", 10
Track Play 10,0: Track Volume 16
do
wait vlb
Loop
```

#### History

##### #1 - 03/14/2020 10:44 AM - Truls Osmundsen

This applies to the "Sam Play"-command as well.

##### #2 - 03/19/2020 09:47 PM - Baptiste Pillot

- Affected version changed from to 0.9.6.4

##### #3 - 04/16/2020 05:09 AM - Francois Lionet

- Status changed from New to Rejected

- Assignee set to Francois Lionet

- Target version set to 0.9.8.1

Not a bug but a protection of the browser against nasty website. I cannot do anything about it.

In V0.9.8, IF you leave the splash screen AND use Tracker instructions, it will ask for the user to click.

If you remove the splash screen, then it is your responsibility to have the user click on the screen (in the title screen for example) to have sounds.