

AOZ Studio Beta - Bug #399

Gosub and Goto using variable fails (integer or string)

06/27/2020 01:13 AM - Brian Flanagan

Status:	Closed	Start date:	06/27/2020
Priority:	High	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	2:00 hours
Target version:	Beta RC4		
Affected version:	Beta RC2		

Description

Gosub using variable fails. (related to bug [#28](#))
The result is a syntax error.

```
#manifest: "pc"  
#splashScreen: false  
#speed: "safe"  
#fps: false
```

```
X=20
```

```
Gosub X
```

```
End
```

```
20 Print "line 20"  
Return
```

This also fails when using labels:

```
#manifest: "pc"  
#splashScreen: false  
#speed: "safe"  
#fps: false
```

```
X=20
```

```
X$="MyLabel"
```

```
Gosub X$
```

```
End
```

```
MyLabel:
```

```
Print "My Label"
```

```
Return
```

NOTE: In both cases, you can work around this bug by putting the expression within parentheses, but this should NOT be required. Any valid expression should be allowed.

NOTE2: This was also a bug in AMOOS Pro (for numerics). String expressions weren't a problem in AMOS Pro (but they are in AOZ!).

Here's the syntax description from the manual... as it *should* be:

GOSUB

structure: jump to a sub-routine

Gosub label

Gosub number

Gosub expression

NOTE that there are NO parentheses in the syntax!

NOTE also that string labels are NOT case-sensitive!

History

#1 - 06/27/2020 04:26 PM - Brian Flanagan

- *Affected version changed from 0.9.9.2 to 0.9.9.3*

Corrected affected version.

#2 - 09/14/2020 12:52 PM - Laurant Weill

- *Priority changed from Normal to High*

#3 - 09/19/2020 08:22 AM - Brian Flanagan

- *Estimated time set to 2:00 h*

- *Affected version changed from 0.9.9.3 to Beta RC2*

Re-tested in Beta RC2. Both examples still fail.

#4 - 10/07/2020 08:57 AM - Francois Lionet

- *Status changed from New to Resolved*

- *Assignee set to Francois Lionet*

- *Target version set to Beta RC4*

Fixed!

#5 - 10/09/2020 02:12 PM - Brian Flanagan

- *Status changed from Resolved to Closed*

Works with 9 Oct updates!