

## AOZ Studio Beta - Bug #811

### Volume audio internal error

08/18/2021 08:13 AM - Paul Kitching

<b>Status:</b>	Closed	<b>Start date:</b>	08/18/2021
<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 (B8) u15		

#### Description

Similar to Bug 789

volume audio 3,20+(60\*dsheataalpha#) <- This gives an error.

I had to do the calc first, then use a variable with the audio command, like this:

```
dsvol=20+(60*dsheataalpha#)
volume audio 3,dsvol
```

#### History

#1 - 09/19/2021 07:08 PM - Paul Kitching

- Status changed from New to Closed

Working in Beta 10.