

## AOZ Studio Beta - Bug #838

### AMAL registers still not working correctly

09/26/2021 04:43 PM - Jason Wroe

<b>Status:</b>	Feedback	<b>Start date:</b>	09/26/2021
<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 (B10) u16		

#### Description

If i have the following ANAL string :-

```
STAN$="L RD = 0; I RD > 1 J K; A 0,(4,7)(5,7)(6,7)(7,7)(8,7)(137,1);"
```

```
STAN$=STAN$+"K: A 0,($8000+4,7)($8000+5,7)($8000+6,7)($8000+7,7)($8000+8,7)($8000+137,1);"
```

The second animation always runs no matter what RD registry is set too.

#### History

##### #1 - 09/26/2021 04:47 PM - Jason Wroe

ANAL is meant to be AMAL ;)

##### #2 - 09/28/2021 08:37 AM - Francois Lionet

:D :D :D At the time I wrote it I did not know I was gay. Well, it seems I knew! :D :D :D

##### #3 - 09/28/2021 09:16 AM - Francois Lionet

- Status changed from New to Resolved

- Assignee set to Francois Lionet

Fixed.

##### #4 - 09/28/2021 09:29 AM - Francois Lionet

- Status changed from Resolved to Feedback

I have a doubt... And WinUAE is not installed on this machine (lazy today).

On the Amiga, if you do a first Anim that does not loop, then a second one WITHOUT a Jump between them, the second animation is only played when the first is complete?