

AOZ Studio Beta - Bug #840

Load Asset on iPhone fails with specific file-types

09/28/2021 08:59 PM - Markus Wienberg

Status:	New	Start date:	09/28/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		
Description			
<pre>#manifest:" aoz" #splashScreen:true #fps:false #fullScreen:false #googleFont:"lakki reddy" #useAssetsResources:false Curs Off:Flash Off Load Asset "resources/assets/logo.png", "logo" //Load Asset "resources/assets/bensound-india.mp3", "music1" cls 0 color 1,\$ffffff set font 1,50 text 300,400,"CLICK!!!!" wait Input cls 0 text 300,400,"YEAH!!!!"</pre> <p>This works on iPhone with iOS 15.</p> <p>If you uncomment the line with the mp3-asset it stops working: after AOZ splashscreen screen stays black.</p> <p>Looks like *.wav-files leads to same issue.</p> <p>Deleting the tag-line "#useAssetsResources:false" and adjusting the load-asset statement unfortunately does not solve the problem.</p>			