AOZ Studio Beta - Bug #521

Sprite Show N causes internal error

09/29/2020 03:25 AM - Brian Flanagan

Status:	Closed		**Start date:**	09/28/2020
Priority:	Normal		**Due date:**	
Assignee:	AOZ Studio Team		**% Done:**	0%
Category:			**Estimated time:**	2:00 hours
Target version:	Beta RC4			
Affected version:	Beta RC3			

Description

Example:

```
#manifest: "amiga"
#fullScreen: true

Screen Open 0,320,200,32,Lowres
Palette 0,$FFF,$F00,$0F0,$00F,$FF0,$0FF,$F0F
Cls 0 : Curs Off : Flash Off
Ink 0 : Box 0,0 To 319,199 ' this is because of another issue...

Ink 2 : Circle 6,6,5

Get Sprite 1, 0,0 To 13,13

Cls 0
Sprite 1,10,10,1
Sprite Show 1 ' This fails.

End
```

NOTE: If the exact same code above is modified for Bobs vs. Sprites, it works.

History

#1 - 10/06/2020 08:17 PM - Francois Lionet

- Status changed from New to Resolved

- Target version set to Beta RC4

Fixed

#2 - 10/09/2020 12:00 PM - Brian Flanagan

- Status changed from Resolved to Closed

Sprite Show is working with 10/9 updates.