

AOZ Studio Beta - Bug #125

Rain Command

02/05/2020 10:44 AM - Nick Morison

Status:	Closed	Start date:	02/05/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.6.1		
Affected version:	0.9.4		

Description

Not sure if it's been implemented yet, but the rain command isn't working (produces a non dimensionned array error):

```
#manifest:"amiga"  
#fullScreen:true  
#splashScreen:false  
  
set rainbow 0,0,200,"", "", ""  
for y=0 to 200  
  rain(0,y)=y // Aoz thinks this should be an array.  
next  
rainbow 1,0,40,255  
wait key
```

History

#1 - 02/22/2020 07:43 AM - Francois Lionet

- Status changed from New to Resolved
- Target version set to 0.9.5

Fixed!

#2 - 03/07/2020 12:46 PM - Baptiste Pillot

- Description updated
- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/481>
- run : <https://www.amos2.fr/run/tickleman/125>
- result : an orange screen, and nothing else. Crashed with no popup.
- console :

```
Uncaught TypeError: Failed to execute 'getImageData' on 'CanvasRenderingContext2D': Value is not of type 'long'  
'  
    at Rainbow.render (v1_0_rainbows.js:94)  
    at Renderer.render (renderer.js:478)  
    at doUpdate (aoz.js:745)
```

Not working.

#3 - 03/07/2020 05:26 PM - Francois Lionet

- Status changed from Feedback to Resolved
- Target version changed from 0.9.5 to 0.9.6.1

Fixed! Several problems here:

In your demo, there was a mistake, you were accessing rainbow 1 instead of 0. The rainbow was defined but not with the display information and crashed.

Also problems in error reporting of "rainbow not defined"...

#4 - 09/03/2020 06:35 PM - Brian Flanagan

- Status changed from Resolved to Closed

The "Array Not Dimensioned" error has been corrected, however, the Rain command has other problems.
re-tested in 0.9.9.4 RC1

OTHER PROBLEMS STILL EXIST:

The value for Rain(n,y) is incorrectly limited to 0-255. The full color should be allowed. (0-\$FFF for Amiga and 0-\$FFFFFF for AOZ)

Also, the rainbow lines are offset. (Opening new tickets for these issues.)