

## AOZ Studio Beta - Bug #140

### Play command (for sound) isn't working.

02/06/2020 05:04 PM - Brian Flanagan

<b>Status:</b>	New	<b>Start date:</b>	02/06/2020
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	AOZ Studio Team	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	8:00 hours
<b>Target version:</b>			
<b>Affected version:</b>	Beta RC3		

**Description**

Example: Help\_24 from AMOSPro\_Examples.

The first few times I ran this all of the sounds worked. Then, for no apparent reason, they quit working. The Bell command continues to work, but the Play commands just quit.

I even tried stopping Visual Studio and Google Chrome, and restarting, but they still weren't working. Yes, I also tried clearing the browser cache. Originally, I had voice 1 and 2 for the 1st and 2nd play command, but I changed it to 15 to make sure it wasn't voice related.

Since this is an intermittent error, you may need to close and re-open or run it several times before the Play command quits working.

Here's a complete example:

```
#manifest:"amiga"  
#speed: "safe"  
  
Print "Press mouse button to cycle sounds."  
Repeat  
  Print "Boom!" : Boom  
  ClickAndRelease  
  Print "Play 1" : For N=20 To 40 : Play 15,N,1 : Next  
  ClickAndRelease  
  Print "Shoot." : Shoot  
  ClickAndRelease  
  Print "Play 2" : For N=20 To 40 : Play 15,41-N,1 : Next  
  ClickAndRelease  
  Print "Bell" : Bell  
  ClickAndRelease  
Until The_End_Of_Time  
  
Procedure ClickAndRelease  
  Repeat Until Mouse Key <> 0  
  Repeat Until Mouse Key = 0  
End Proc
```

### History

#### #1 - 10/07/2020 11:51 AM - Brian Flanagan

- Subject changed from *Play command (for sound) works intermittently.* to *Play command (for sound) isn't working.*
- Assignee set to *AOZ Studio Team*
- Priority changed from *Normal* to *Low*
- Estimated time set to *8:00 h*
- Affected version changed from *0.9.4* to *Beta RC3*

Previous affected version was 0.9.4. In versions prior to 0.9.4 Play was partially working. In version 0.9.4 it was working intermittently.

In the current version: Beta RC3, Play is not working at all.

**#2 - 05/07/2023 12:43 PM - malcolm harvey**

Tested again..

This is now working in V1.x rel U43.