

AOZ Studio Beta - Bug #173

Flash doesn't work. Neither the default, nor explicitly defined flashing sequence.

02/09/2020 10:44 PM - Brian Flanagan

Status:	New	Start date:	02/09/2020
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	4:00 hours
Target version:			
Affected version:	Beta RC3		

Description

The Flash command compiles, but doesn't work. Explicitly defined flashing sequences aren't working, nor is the default flashing sequence for color index 3... *although* the text cursor *does* appear to flash using the default sequence.

Example #1: The following code should produce vertical color bars across the display. The 4th bar shows up as white, but it should be using the default flashing colors.

```
#manifest: "amiga"  
#speed: "safe"
```

```
Screen Open 0,320,200,32,Lowres
```

```
Palette $000,$888,$CCC,$FFF, $004,$008,$00C,$00F, $040,$080,$0C0,$0F0, $400,$800,$C00,$F00, $440,$  
880,$CC0,$FF0, $044,$088,$0CC,$0FF, $404,$808,$C0C,$F0F, $F70,$0F7,$70F,$7F0
```

```
For C=0 To 31
```

```
Ink C,,3 : Bar C*10,0 To C*10+9,199
```

```
Next C
```

Example #2: In this example, the default flashing color should flash as well as the several other flashing color sequences which have been explicitly defined, with different colors and delays, but they all appear as solid colors.

```
#manifest: "amiga"  
#speed: "safe"
```

```
screen open 0,320,200,32,lowres
```

```
palette $fff,$ccc,$888,$000, $f00,$c00,$800,$400, $0f0,$0c0,$080,$040, $00f,$00c,$008,$004, $ff0,$  
cc0,$880,$440, $0ff,$0cc,$088,$044, $f0f,$c0c,$808,$404, $f70,$0f7,$f07,$70f
```

```
Flash 0, "(F00,50) (0FF,50) "
```

```
Flash 7, "(0F0,25) (F0F,25) "
```

```
Flash 11, "(00F,12) (FF0,12) "
```

```
Flash 15, "(F00,5) (C00,5) (900,5) (500,5) (000,20) (500,5) (900,5) (C00,5) "
```

```
For c=0 to 31
```

```
ink c : bar c*10,0 to c*10+9,199
```

```
next c
```

```
Wait Key
```

History

#1 - 02/29/2020 02:45 AM - Brian Flanagan

- Affected version changed from 0.9.4 to 0.9.5.1

Still broken in 0.9.5.1.

#2 - 09/12/2020 12:23 PM - Brian Flanagan

- Affected version changed from 0.9.5.1 to Beta RC2

Still broken in Beta RC2.

#3 - 10/04/2020 10:59 PM - Brian Flanagan

- *Estimated time set to 4:00 h*

- *Affected version changed from Beta RC2 to Beta RC3*

Still broken in RC3.