

## AOZ Studio Beta - Bug #248

### bar x,y,w,h causes internal error

02/22/2020 09:52 PM - Paul Kitching

<b>Status:</b>	Closed	<b>Start date:</b>	02/22/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Paul Kitching	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	0.9.5		
<b>Affected version:</b>	0.9.5		
<b>Description</b>			
<pre>#splashScreen:false ink 4 draw 100,100,30,5 bar 100,200,300,5</pre>			
The draw command works with this new format, but the bar command doesn't			

### History

#### #1 - 02/23/2020 07:00 PM - David Baldwin

Here's why, it's just a typo at line 387 of screens.aoz :-

```
Instruction "bar", _x1, _y1, _width, _height
{
  #errors
  this.aoz.currentScreen.bar({x:%_x1,y:%_y1,width:width,height:%_height});
}
End Instruction
```

Should read:-

```
this.aoz.currentScreen.bar({x:%_x1,y:%_y1,width:%_width,height:%_height});
```

#### #2 - 02/27/2020 10:00 AM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.5

The bug AND the correction of the bug? Thank you Paul! :)

#### #3 - 03/07/2020 03:11 PM - Baptiste Pillot

- Description updated

- Status changed from Resolved to Closed

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/492>
- run : <https://www.amos2.fr/run/tickleman/248>
- result : both a drawn line and bar