AOZ Studio Beta - Bug #286

Font$ function causing internal error

03/02/2020 07:19 PM - David Baldwin

Status:	Closed		**Start date:**	03/02/2020
Priority:	Normal		**Due date:**	
Assignee:	Francois Lionet		**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:	0.9.8.1			
Affected version:	0.9.6			

Description

Font$ function is causing an internal error when accessing the second definition of the same font that was defined as font 0.

Example:-

Font Viewer crashes with internal error at line 143, column 5 when it reaches font 55, margarine, which was defined in manifest as font 0.

Simple Visual demo crashes with "index.html:1 Uncaught (in promise) cannot_load_font" message in console when browsing fonts when it gets to 'finger paint', also defined as font 0 in manifest.

This was working fine in 0.9.5.1

History

#1 - 04/16/2020 08:34 AM - Francois Lionet

- Status changed from New to Resolved

- Target version set to 0.9.8.1

Fixed, but not the way you wanted! ;)
The compiler now sends an error (refuses to compile) if a font is duplicated in the manifest or in the tags of the application.

#2 - 04/17/2020 12:15 PM - David Baldwin

- Status changed from Resolved to Closed