

AOZ Studio Beta - Bug #31

Limit Bob causes the compiler to hang on the second pass.

01/19/2020 06:27 AM - Brian Flanagan

Status:	Closed	Start date:	01/19/2020
Priority:	Normal	Due date:	02/01/2020
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.3.2		
Affected version:	0.9.2.6		
Description			
Example: Help_28, line 146: Limit Bob 1,16,32 To 305,169 ...causes the compiler to hang on the second pass, and results in the following: First pass... Second pass... Commenting the Limit Bob on line 146 allows compilation to complete successfully. First pass... Second pass... Compiling icons... Compiling images... Compiling musics... Compiling sounds... Compiling fonts... Compiling filesystem... All tasks successful, duration: 11.063 seconds.			

History

#1 - 01/21/2020 03:58 PM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet
- Target version set to 0.9.3

Fixed!

#2 - 01/22/2020 10:21 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/420>
- run : <https://www.amos2.fr/run/tickleman/31/>
- no run (compilation crash)

Compilation result (0.9.3.1) :

```
Error during compilation
AOZ Transpiler Version 0.9.3.1 - 21/01/2020
By Francois 'Amos' Lionet (c) AOZ Studio 2019
Website: https://aoz.studio
Support the project on Patreon: http://www.patreon.com/francoislionet
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PATH->Z:/home/amos2/compiler/0.9.3.1/languages
Removing directory: /home/amos2/ide/input/tickleman/31/html
Compiling /home/amos2/ide/input/tickleman/31, emulation: PC, speed: fast.
```

```
First pass...
Second pass...
Compiling images...
ap.js:1261
return wrapper.apply(this.exports, args);
^
ReferenceError: message is not defined
at theEnd (C:\snapshot\compiler\aoz.js)
at aoz (C:\snapshot\compiler\aoz.js)
at Object. (C:\snapshot\compiler\aoz.js)
at Module._compile (pkg/prelude/bootstrap.js:1261:22)
at Object.Module._extensions..js (internal/modules/cjs/loader.js:993:10)
at Module.load (internal/modules/cjs/loader.js:813:32)
at Function.Module._load (internal/modules/cjs/loader.js:725:14)
at Function.Module.runMain (pkg/prelude/bootstrap.js:1316:12)
at internal/main/run_main_module.js:17:11
```

I wrote only the code :

```
Limit Bob 1,16,32 To 305,169
```

Perhaps am I wrong ? Is it bad without context / files ?
Do you have the full example / files requirements ?

#3 - 01/28/2020 11:43 AM - Brian Flanagan

The source is available in AOZ Examples: Help_28

It looks like this has been fixed as of verion 0.9.3.1.
It compiles now.

#4 - 02/01/2020 06:13 AM - Baptiste Pillot

- Due date set to 02/01/2020

- Target version changed from 0.9.3 to 0.9.3.2

You're right : it seems that my "minimalist" code compiles in 0.9.3.1, if I add an image for my Bob.

Changed the test code to :

```
Bob 1, 12, 26, 1
Limit Bob 1,16,32 To 305,169
```

Awaited result : only a part of my spaceship should be visible, because of bob limit.

- 0.9.3.1 : Bad result : no limit : the spaceship fully displays
- 0.9.3.2 : Ok, the spaceships is now truncated

Problem solved, for me since 0.9.3.2.

#5 - 02/01/2020 06:13 AM - Baptiste Pillot

- Status changed from Feedback to Closed