

AOZ Studio Beta - Bug #33

Get Sprite returns Internal Error

01/19/2020 08:06 AM - Brian Flanagan

Status:	Closed	Start date:	01/19/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.3.2		
Affected version:	0.9.2.6		
Description			
Help_66 from AMOSPro_Examples compiles, but returns a runtime Internal Error in line 118, column 40: Cls 0 : Pen 14 : Paper 0 : Print "*" : Get Sprite 1,0,0 To 7,7 : Cls 0 That's right at the G on "Get Sprite".			
Related issues:			
Related to AOA Studio Beta - Bug #63: Get Sprite now compiles, but locks up A...		Closed	01/22/2020

History

#1 - 01/21/2020 03:50 PM - Francois Lionet

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

Corrected, Get Bob worked, but not Get Sprite - forgot to refactor there.

#2 - 01/21/2020 03:50 PM - Francois Lionet

- Status changed from Feedback to Resolved

#3 - 01/22/2020 10:10 PM - Baptiste Pillot

- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/418>
- result : <https://www.amos2.fr/run/tickleman/33/>

I pushed it little more with a try to display the sprite after the last cls 0 :

```
Cls 0 : Pen 14 : Paper 0 : Print "*" : Get Sprite 1,0,0 To 128,128: Cls 0  
Sprite 1,50,50,1
```

Behaviour :

- 0.9.2.6 : Internal error at line: 2, column: 40, and an "*" orange character is still visible.
- 0.9.3.1 : An orange * appears if I add my Sprite command... But if there is no sprite command too.

Is it normal ? The second cls 0 should take the full screen back to black, no ?

Side notice : on Firefox I've got this error (Chrome is well)

```
TypeError: message is undefinederrors.js:275:13  
getErrorFromNumber https://www.amos2.fr/run/tickleman/33/run/errors.js:275  
doUpdate https://www.amos2.fr/run/tickleman/33/run/aoz.js:578
```

Know AOA Beta is announced to be only compatible with Chrome for the moment. But most of the tests I dit work on Firefox too.

#4 - 01/23/2020 08:21 PM - Baptiste Pillot

- Related to Bug #63: Get Sprite now compiles, but locks up AOZ application. added

#5 - 01/24/2020 10:11 AM - Francois Lionet

- Status changed from Feedback to Resolved

- Target version changed from 0.9.3 to 0.9.3.2

Fixed. And example [#66](#) crashed because of rol and ror...

#6 - 02/01/2020 08:00 AM - Baptiste Pillot

- Status changed from Resolved to Closed

No error anymore, it seems good. I close.

I don't understand the logic :

- Print "*" : ok, it displays an asterisk
- Get Sprint : ok, there is no error. It should store the image of asterisk into the sprite, right ?
- Cls 0 : ok, my screen is black again, no asterisk anymore
- Sprite 1,50,50,1 : It should display my asterisk again, right ? But it does not. Why ?

I tested using Amos The Creator 1.34 : same behaviour, so I think it's ok, despite of my misunderstanding of the logic of it.