

AOZ Studio Beta - Bug #391

Compile to AOZ-TV gets stuck on previous program.

06/17/2020 02:26 PM - Brian Flanagan

Status: Closed	Start date: 06/17/2020
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0:00 hour
Target version:	
Affected version: 0.9.9.4	

Description

I created the following program:

```
#manifest: "pc"
#splashScreen: false
#speed: "safe"
#fps: false

Print { navigator.appName }
```

When I clicked on "Run in AOZ-TV", instead of seeing the output for *this* program, I saw the output for the previous program I was working on.
Yes, the correct program was selected in the editor.

Closing Atom and restarting corrected the problem.

History

#1 - 06/27/2020 04:33 PM - Brian Flanagan

- Subject changed from *Compile to AOZ-TV sometimes runs wrong (previous) program. to Compile to AOZ-TV gets stuck on previous program.*

- Affected version changed from 0.9.9.2 to 0.9.9.3

When certain conditions occur (probably some runtime error), the AOZ-TV will get stuck on that run.

From then on, modifications to the code will not affect the output in AOZ-TV.

You can even compile and run a different program, but AOZ-TV will instead display the previous program's output.

The only work-around for this at this time, is to close AOZ (Atom) entirely, and restart.

Then things will work normally... until this happens again.

#2 - 08/04/2020 08:09 AM - Baptiste Bideaux

- Status changed from *New to Resolved*

- Affected version changed from 0.9.9.3 to 0.9.9.4

AOZ TV has been replaced by AOZ Viewer.

#3 - 09/04/2020 05:01 PM - Brian Flanagan

- Status changed from *Resolved to Closed*

Irrelevant now, since AOZ-TV no longer exists.