

## AOZ Studio Beta - Bug #425

### Wait Key Amiga manifest mode.

08/03/2020 08:33 AM - malcolm harvey

<b>Status:</b>	Closed	<b>Start date:</b>	08/03/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Brian Flanagan	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>			
<b>Affected version:</b>	0.9.9.4		
<b>Description</b>			
Previously to the latest version 9.9.4 v1, if you say had print statements, and then a wait key command after them, it would then wait at the end of the print statements for you to press a key as it should. But now in 9.9.4 v1, unless you put also another wait key command at the top of the print statements as well this does not work.			

### History

#### #1 - 08/06/2020 03:57 AM - Brian Flanagan

- Status changed from New to Feedback

I'm not seeing this. I tried the following program which worked fine in both "aoz" and "amiga" manifests.

```
Print "This is a test."  
Wait Key  
Print "This is another test."  
Wait Key  
Print "Final print."
```

Can you provide an example where Wait Key does NOT work in the Amiga manifest?

#### #2 - 08/06/2020 05:14 AM - malcolm harvey

Ok..this is in amiga mode...

Without the top also waitkey below or un remarked it goes straight through.  
Previous to this version, every other one also before it, it waited always with only the bottom wait key command.

.....

```
#manifest:"amiga"  
#speed:"safe"  
#tvStandard:"pal"  
#displayWidth:640  
#displayHeight:512  
#fullPage:true  
#fullScreen:true  
#keepProportions:false  
#fps:false
```

do

```
gosub chkkey
```

loop

```
chkkey:  
cls 0  
//wait key  
print ""  
print ""  
print ""  
print ""  
print "Your score is,..",scorevalue,"out of 500"  
print ""  
print ""
```

```
print ""
print "Press ..."
wait key
print ""
print ""
print ""
print ""
print ""
return
```

### **#3 - 08/14/2020 10:35 PM - Brian Flanagan**

- Status changed from *Feedback* to *Resolved*

- Assignee changed from *AOZ Studio Team* to *Brian Flanagan*

Your program works here in both the aoz and amiga manifests.  
Both Wait Key work if enabled. One Wait Key works if one is commented.

You're just missing a command to increment the scorevalue.  
Just before the return, insert the line:

```
scorevalue=scorevalue+1
```

### **#4 - 08/15/2020 08:16 AM - malcolm harvey**

Yeah, That was just an example actually of a print (Scorevalue), just ignore the score value there, in by accident.

Oh well, Ill tst the waitkey again, im assuming its in the new build tho that this works with the waitkey then.

From what I can see though again, if you had print "" statements before the wait key it then would not work, anyways Ill tst it again.

### **#5 - 09/07/2020 10:07 AM - Brian Flanagan**

- Status changed from *Resolved* to *Closed*