

AOZ Studio Beta - Bug #440

Load Asset or Sam Play - Causing status of 404 (Not Found)

08/05/2020 07:00 PM - Jason Wroe

Status:	Resolved	Start date:	08/05/2020
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:			
Affected version:	0.9.9.4		
Description			
Load Asset "resources/audio/tankMove.wav", 1			
Sam Play 1			

History

#1 - 08/07/2020 09:33 AM - Baptiste Bideaux

- File test.aozip added
- Status changed from New to Feedback

"Load Asset" and "Sam Play" work. Maybe the WAV file you are using is corrupted.
I'll give you an example that works.

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#2 - 08/12/2020 07:41 PM - Jason Wroe

The sound works but still seeing the "the server responded with a status of 404 (Not Found)" when the Sam Play is executed in the Chrome Developer tools.

#3 - 08/14/2020 10:47 PM - Brian Flanagan

Baptiste's example is working here too.
I'm not seeing the 404 error in the Chrome Dev tools.
I'm using Google Chrome: Version 84.0.4147.125 (Official Build) (64-bit)

#4 - 08/18/2020 10:15 AM - Jason Wroe

The error is outputting more information in the latest version 9.9.4 R2

"resources/appicon/icon-192x192.png 404 (Not Found)"

#5 - 09/14/2020 11:35 AM - Brian Flanagan

- Status changed from Feedback to Resolved

This is working fine in the current (version Beta RC2).
No errors are appearing on the console.

Files

test.aozip	265 KB	08/07/2020	Baptiste Bideaux
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