AOZ Studio Beta - Bug #710

Invalid manifest string crashes the transpiler.

04/01/2021 12:10 AM - Brian Flanagan

Status:	Closed	**Start date:**	03/31/2021
Priority:	High	**Due date:**	
Assignee:	Francois Lionet	**% Done:**	0%
Category:		**Estimated time:**	1:00 hour
Target version:	1.0.0 (B7)		
Affected version:	1.0.0 (B6a)		

Description

I consider anything that crashes the transpiler as a high priority.

IMO, instead of crashing the compiler, this should just display a warning, and assume the default.
At the very least, an error message should be displayed: Unrecognized manifest name.

Example:

```
#manifest: "pc"
```

The result is some cryptic error message. (see snapshot)
Instead, it should read something like:

```
Unrecognized manifest name: pc
```

History

#1 - 04/01/2021 02:26 PM - Francois Lionet

- Status changed from New to Resolved

- Assignee set to Francois Lionet

Fixed!

#2 - 04/14/2021 01:53 PM - Brian Flanagan

- Status changed from Resolved to Closed

- Target version set to 1.0.0 (B7)

Corrected in 1.0.0 (B7)
AOZ now assumes default manifest if an invalid manifest ID is used.

NOTE: It should, however, display a warning error of the invalid manifest ID when transpiling.
For example: If the following #manifest tag is used:

```
#manifest: "zzz"
```

...then we should see an error in the "AOZ Messages" window, something like this:

```
Warning:  Bad manifest ID "zzz" at line 1.  Assuming default.
```

Files

Cryptic_Bad_Manifest_Error.png	66.2 KB	03/31/2021	Brian Flanagan