

AOZ Studio Beta - Bug #74

Calling Shoot or Boom too quickly in succession causes Internal error

01/24/2020 05:51 AM - Anonymous

| | | | |
|--|-----------------|------------------------|------------|
| Status: | Closed | Start date: | 01/24/2020 |
| Priority: | Normal | Due date: | |
| Assignee: | Francois Lionet | % Done: | 0% |
| Category: | | Estimated time: | 0:00 hour |
| Target version: | 0.9.4 | | |
| Affected version: | 0.9.3.1 | | |
| Description | | | |
| If Shoot or Boom is called a second time too quickly, it will cause an Internal error. | | | |
| In this example, the first click works, but successive clicks cause an Internal error. | | | |
| Repeat | | | |
| If Mouse Key = 1 Then Shoot | | | |
| Until Mouse Key = 2 | | | |
| This can be corrected by putting in a sufficient delay: | | | |
| Repeat | | | |
| If Mouse Key = 1 Then Shoot | | | |
| Wait Vbl | | | |
| Until Mouse Key = 2 | | | |

History

#1 - 01/24/2020 07:07 AM - Brian Flanagan

Oops. Forgot to login again. This is me: Brian Flanagan

#2 - 01/27/2020 08:23 PM - Baptiste Pillot

- Assignee set to Francois Lionet

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/446>
- run (Chrome only works) : <https://www.amos2.fr/run/tickleman/74/>
- left-click, wait one or two seconds (or don't wait), then click again
- result : Internal error at line: 2, column: 27.

Console on first click (sounds fired well) :

```
howler.js:1484 Uncaught RangeError: Maximum call stack size exceeded
    at Object.action (howler.js:1484)
    at Howl._loadQueue (howler.js:1893)
    at Howl._loadQueue (howler.js:1888)
    at Howl._emit (howler.js:1868)
    at Howl.volume (howler.js:1242)
    at Object.action (howler.js:1210)
    at Howl._loadQueue (howler.js:1893)
    at Howl._loadQueue (howler.js:1888)
    at Howl._emit (howler.js:1868)
    at seekAndEmit (howler.js:1613)
action @ howler.js:1484
_loadQueue @ howler.js:1893
_loadQueue @ howler.js:1888
_emit @ howler.js:1868
volume @ howler.js:1242
action @ howler.js:1210
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seek @ howler.js:1632
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action @ howler.js:1583
_loadQueue @ howler.js:1893
_loadQueue @ howler.js:1888
_emit @ howler.js:1868
rate @ howler.js:1530
action @ howler.js:1485
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