

AOZ Studio Beta - Bug #829

The word 'start' causes Syntax Error when used at the end of array name

09/19/2021 03:02 PM - Paul Kitching

Status:	Closed	Start date:	09/19/2021
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	none		
Affected version:	1.0.0 (B10) u16		
Description #splashScreen:False dim bstart (2,2) a=bstart (1,1) If you take out the 't' (e.g. bstar), then it runs.			

History

#1 - 09/19/2021 03:45 PM - Paul Kitching

I also get a white screen lockup on running another game when I used bstart as a normal variable. The converted AOZ to javascript gave this in the application .js file:

```
this.blocks[1825]=function(aoz,vars)
{
    // bnum=((levelx+1)*showlevely)+(showlevelx+1)+bstart
    aoz.sourcePos="0:1905:12";
    #not_implemented
    vars.bnum=aoz.fp2Int(((vars.levelx+1)*vars.showlevely)+(vars.showlevelx+1)+0);
};
```

#2 - 09/19/2021 09:16 PM - Paul Kitching

- Status changed from New to Closed

I didn't know, but bstart is a command. It may have been recently added, though it says 'not implemented'. It probably didn't check for it in the past when I was using it, so I'll close this.