

AOZ Studio Beta - Bug #855

Setting voices to 0 in the play command causes AOZ to freeze in Amiga manifest.

10/23/2021 12:17 AM - Brian Flanagan

Status:	Resolved	Start date:	10/22/2021
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

This example will freeze when Voices is set to 0 in Amiga mode.
It works fine in AOZ mode.

```
#manifest: "amiga"  
P=Rnd(96)  
If Manifest$="aoz" Then Delay#=0.1 Else Delay#=6  
Rem Play a random sequence of notes (while changing voices)  
For V=15 To 0 Step -1  
  Print V,P  
  P=Rnd(96) : Play V,P,Delay#  
Next V  
Print "Done Loop 1"  
For V=0 To 15  
  Print V,P  
  P=Rnd(96) : Play V,P,Delay#  
Next V  
Print "Done Loop 2"
```

History

#1 - 12/10/2021 10:27 AM - Francois Lionet

- Status changed from New to Resolved
- Assignee set to Francois Lionet

Fixed!