

AOZ Studio Beta - Bug #98

Sam Stop - internal error

02/01/2020 11:57 AM - Paul Kitching

Status:	Closed	Start date:	02/01/2020
Priority:	Normal	Due date:	
Assignee:	Francois Lionet	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.4		
Affected version:	0.9.3.2		
Description			
#manifest: "pc" #splashScreen:false sam play 1 wait 100 sam stop 1			
This happens with WAV and MP3 files.			
Related issues:			
Related to Aoz Studio Beta - Bug #83: Sam Play not working		Closed	01/26/2020

History

#1 - 02/03/2020 02:53 PM - Francois Lionet

- Target version set to 0.9.4

Fixed, and also fixed the boot screen that did not stop for click if sounds were present in the application.

#2 - 02/03/2020 03:50 PM - Francois Lionet

- Status changed from New to Resolved

Fixed.

#3 - 03/07/2020 12:15 PM - Baptiste Pillot

- Description updated

- Status changed from Resolved to Feedback

- source : <https://www.amos2.fr/ide/Amos2/Ide/Program/472>
- run : <https://www.amos2.fr/run/tickleman/98/>

Tested on 0.9.6 :

```
Uncaught TypeError: Cannot read property 'substring' of undefined
    at getError (errors.js:309)
    at Errors.getError (errors.js:273)
    at doUpdate (aoz.js:434)
```

#4 - 03/07/2020 12:15 PM - Baptiste Pillot

- Related to Bug #83: Sam Play not working added

#5 - 09/21/2020 07:41 AM - Brian Flanagan

- Status changed from Feedback to Resolved

Re-tested in Beta RC2. It's working!

#6 - 09/21/2020 07:42 AM - Brian Flanagan

- Status changed from Resolved to Closed

