

# Change Log

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You will find in this file the accumulated list of changes from version to version, starting at v0.9.2.3

To find a specific version, just search for the version number.

We will soon open a real online debugging portal to simplify the task of reporting bugs... and correcting them! ;)

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## Version 0.9.2.5

Big work on memory banks related to the system of contexts. Memory banks should now work. And some annoying bugs related to Global and Shared.

### Transpiler

- Cleaning of transpiler error messages, all should be correct now
- The transpiler now only creates the necessary folders in the html/resources folder
- Complete cleaning of all bank management system
- Correction of importation of AMOS application, does not crash anymore, Crunchman is properly converted (still does not work in this version-> for tomorrow)
- You can also specify the number of a bank, in the resource directory, just prefix it with the number and a dot, and then the name of the bank...

For example:

```
resources
  1.images
  2.icons
  5.samples
  10.data
  11.tracker
  12.picpac
```

This allows you to have several image banks, for example:

```
resources
  1.images (the main bank)
  10.images (alternate bank)
```

Please note that Bank Swap has not been worked on, it certainly does not work in this version

- The same system of naming is also available to the elements included in a bank. For example, in the image bank, you can now name the images...

```
1.images
  1.hello.png
  2.ball.png
5.samples
  1.noise.wav
  2.wind.wav
  3.music.wav
```

And now, you can do: (not completely checked, may still report type mismatch, corrected for next version).

```
Bob 1, 100, 100, "ball"
Bob 1, 100, 100, 2
Sam Play "music"
Sam Play 3
```

If you do not name the file, then you will only be able to use their number. Same, if you only provide a name, you will only be able to use it by its name...

## Runtime

- Global now works correctly
- Shared now works as in the original AMOS
- Complete cleaning of all bank management system
- Reserve / Erase / List bank / Start( ) / Length() now work
- Poke Doke Loke Peek Deek Leek etc. now work

## Demos

- New demo in the demo folder: Gravity

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## Version 0.9.2.4

Many bugs removed. Thank you for your help.

## Manifest

- new property: `fileSystem.caseInsensitive` ... indicates if the path within the application are sensitive to the case. If you use an old manifest, they will NOT be (emulates the Amiga).

## Transpiler

- `Print At( x, y ) + "hello"` reported a type mismatch error
- Binary numbers used to report syntax error

## Runtime

- Restore did not restore at the correct position
- Bob Off number used to crash
- Dir displayed the name of files wrong
- Dir used to crash if you had files in the local storage
- Paste Block / Paste CBlock now works from screen to screen

- The application used to start before the first font was loaded, hence a "Font not defined" error if the program did a "Text" immediately after the beginning
- File-system is not case-insensitive, as on the Amiga, or not.
- Wind Open used to crash
- Wind Move used to crash
- Windows with borders were improperly positioned
- And some more that I have forgotten...

## Thank you

- Neil
- Paul
- Jean Pierre
- Rafal
- Sorry for the ones I forget.

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## Version 0.9.2.3

A lot of problems have been removed since version 0.9.2.1. Thank you for your patience. Please note that there is no version 0.9.2.2, to avoid confusion after a mistake on the web-site...

## Transpiler

- X Screen( screen#, x ) / Y Screen( screen#, y ): parameter screen and coordinates used to be inverted
- Variables marked as 'Global' were not global anymore in a procedure called within another procedure
- The transpiler used to crash when working on an application where the "resources" folder was not defined. I now just generates a warning. (that bug was a cause of a lot of crashes in the demo and example folder).
- Missing brackets in expression could cause the transpiler to hang (and continuously eat memory)
- Error message on the same line at the same column are no longer repeated
- IF / THEN on the last line of a code, without carriage return, provoked a Syntax Error
- New compilation tag: #nobank:"bank\_name". Include this tag in your code, and the content of the folder representing the memory bank will not be loaded automatically when the application starts. The bank will be converted to readable offline format... Example of use of this tag in the "amosball" demo.
- All extensions and language modules are now recompiled automatically at each new version of the transpiler, to ensure they work with the new code. Do not be surprised if the very first compilation of an AOZ application takes a little more time.
- Many transpilation errors were incorrectly reported (missing message), and/or generated illegal operations and internal crashes.
- ON xxx GOTO / GOSUB / PROC reported a syntax error
- EVERY xxx PROC reported a syntax error
- RESTORE reported a syntax error
- PRINT #x, "string" reported a syntax error
- An IF / THEN on the last line of a source code, without carriage return generated a compilation error

- Using an array without Dim before used to generate many inconsistent errors, it now generates one single "Array not defined" error.
- Using string in complex comparison expression (for example in IF / END IF) used to generate Type Mismatch errors
- Command line transpiler: warnings are now reported in StdOut and not anymore in StdErr

## Runtime

- Most of the file-system instructions caused a crash at runtime (Open In, Open Out, Dir, etc.)
- Clip with parameters used to generate a syntax error
- Gr Writing now has an effect, only XOR works for the moment.
- An error when loading a file or image could hand the browser
- "Reserve" memory banks used to crash (still, now code in bank management has not been tested, please wait for further testing)
- A text instruction on the default screen immediately after loading reported a "Font not loaded" error
- PLOT function now responds to GR WRITING xor settings. Yet, if you port an Amiga application, the result on screen will be different, due to how graphics are handled in Javascript. This will be corrected once I implement true Amiga emulation on the graphical side.
- The width of the lines for all line drawing functions was improperly set, and was too thin for screens that are internally scaled
- Text Windows crashed as soon as you were printing past the last bottom line
- CMove used to crash
- Border\$ had no effect
- Paper and Pen colour were inverted when drawing Text Window borders

## IDE

- "Build and Run" button now launches Chrome each time (it did not if the application was generating warnings)

## Thank you!

Thank you to the following people for their help on this version:

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- Neil Halliday
- Mike Carter
- Olivier Bori
- WilliamGolf18

Many thanks for your help... Please carry on testing!