Ryzom - Bug # 1049

Status:	Closed	**Priority:**	Normal
Author:	aquiles	**Category:**	Client: General
Created:	08/03/2010	**Assignee:**	kervala
Updated:	10/02/2010	**Due date:**	
Subject:	wrong type in some .typ files		

Description

I'm not quite sure about this but there are some .typ files in the leveldesign folder with Type="Color" which are obviously no colors. I dont know if this is made on purpose or is actually an error. The files are:

- leveldesign\DFN\game_elem_brick_brick_families.typ
- leveldesign\DFN\game_elem_item\item_mp_faber_property.typ
- leveldesign\DFN\game_elem_item\item_mp_faber_type.typ
- leveldesign\DFN\game_elem_item\item_type.typ

History

#1 - 08/03/2010 04:40 pm - aquiles

- File color.patch added

I'd suggest "String" as type

#2 - 10/02/2010 11:55 am - kervala

- Status changed from New to Closed

- Assignee set to kervala

- Target version set to Version 0.8.0

- % Done changed from 0 to 100

Already applied some weeks ago when you noticed it on #ryzom :) Thanks for the patch.

Files

color.patch		3.3 kB	08/03/2010	aquiles