Ryzom - Bug # 1230

Status:	Assigned	**Priority:**	Low
Author:	Aztecmage	**Category:**	Client: General
Created:	01/08/2011	**Assignee:**	kervala
Updated:	02/20/2011	**Due date:**	
Subject:	Missing Sheets for Yubos and NPCs		

Description

It seems when you recompile the sheets the yubos disappear as well as the NPCs. To fix this I created the following files:

NPC files needed:
tr_civil01_gilet.item
tr_civil01_pantabotte.item
tr_civil01_armpad.item
tr_civil01_hand.item
tr_civil01_bottes.item
zo_visage.item

I also added zo_cheveux_short01.item and added this to the Head Struct found in drill_zohc3 in
L:\leveldesign\Game_elem\Creature\Npc\bestiary\creature\chiang\

Yubo filles needed:

dag_light_slashing_chest.item

Related issues:

related to Ryzom - Feature # 1237: Be able to recreate and successfully use s...	**New**	**01/19/2011**

History

#1 - 01/08/2011 07:23 pm - Aztecmage

Yubos also need:

light_slashing_legs.item
light_slashing_arms.item
light_slashing_hands.item
light_slashing_feet.item
light_slashing_head.item

#2 - 01/10/2011 11:12 am - kervala

- Status changed from New to Assigned

- Assignee set to kervala

#3 - 01/10/2011 11:15 am - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r1279.

#4 - 01/10/2011 11:16 am - kervala

Please could you check all is working and no other files are missing ?

#5 - 01/10/2011 02:05 pm - aquiles

- Status changed from Resolved to Assigned

chiang is still hairless :) rest seems to be working as fas as i can tell on first look

_zorai_male.creature defines:

zo_cheveux_long01.item - missing
zo_cheveux_medium01.item - missing
zo_cheveux_shave01.item - missing
zo_cheveux_short01.item - already there

#6 - 01/10/2011 06:59 pm - aquiles

- % Done changed from 100 to 90

needed by building_manager.cpp

player_building.sitem
guild_main_building.sitem

#7 - 01/10/2011 08:25 pm - aquiles

sbrick\craft\effect\armor\common\heavy_armor\bccaea07.sbrick
sbrick\craft\effect\armor\fyros\light_armor\bcfaea07.sbrick
sphrase\craft\recommended\abcfaca01.sphrase

are referencing:
bcpa04.sbrick - missing

sphrase\craft\recommended\abcfaca01.sphrase

is referencing:
bcfaca01.sbrick - missing

#8 - 01/10/2011 08:56 pm - aquiles

lots of crafting sheets which are referenced are missing according to the egs log

missing:
bcpa03.sbrick
bcpa09.sbrick
bcpa15.sbrick
bcpa21.sbrick

bcpa04.sbrick

bcpa16.sbrick

bcpa06.sbrick

bcpa12.sbrick

bcpa18.sbrick

bcpa24.sbrick

bcpa07.sbrick

bcpa13.sbrick

bczmea01_2.sbrick

bcpa19.sbrick

bcpa02.sbrick

bcpa08.sbrick

bcpa14.sbrick

bcpa20.sbrick

bcpa05.sbrick

bcpa11.sbrick

bcpa17.sbrick

bcpa23.sbrick

icfp1pp.sitem

icmp1pp.sitem

ictp1pp.sitem

iczp1pp.sitem

icfje.sitem

icmje.sitem

ictje.sitem

iczje.sitem

icfm1pd.sitem

icmm1pd.sitem

ictm1pd.sitem

iczm2sa_3.sitem

iczm1pd.sitem

icfr1p.sitem

icmr1p.sitem

ictr1p.sitem

iczr1p.sitem

icfsb.sitem

icmsb.sitem

ictsb.sitem

#9 - 01/11/2011 01:04 am - aquiles

Ok he now some services complain about missing datasets.packed_sheet.

I found some in server/data_shard/mirror_sheets and copied them to the leveldesign folder, namely:
fame.dataset

fe_temp.dataset

pet.dataset

Are there any dataset files in the offical files or do we need to copy them from the server dir?

After that i could succesfully start the services and came to the character selection. After logging in he crashed in entity_animation_manager.cpp line 198, complaing about missing

ma_cheveux01.sitem

Its likely that if i try another race he will also complain about their missing cheveux sitems.

#10 - 01/11/2011 01:44 pm - kervala

ma_cheveux01.sitem, ma_cheveux02.sitem, ma_cheveux01.item and ma_cheveux02.item were duplicates of existing files so I fixed sheets referencing them.

#11 - 01/11/2011 02:20 pm - aquiles

crash on empty automaton list. sheets_packer gives some hints on missing files.

homin_unknown_mode.automaton
homin_normal.automaton
homin_combat_float.automaton
homin_combat.automaton
homin_swim.automaton
homin_sit.automaton
homin_mount_normal.automaton
homin_mount_swim.automaton
homin_eat.automaton
homin_rest.automaton
homin_alert.automaton
homin_hungry.automaton
homin_death.automaton
homin_swim_death.automaton

and the same for creature instead of homin

#12 - 01/16/2011 08:05 pm - aquiles

WRN 1870 character.cpp 13291 CCharacter::learnPrebuiltPhrase: <CCharacter::learnPrebuiltPhrase> Phrase abcfaca01.sphrase contain unknown bricks

WRN 1870 sheet_id.cpp   93 NLMISC::CSheetId::CSheetId: SHEETID: The sheet 'pre_order.sitem' is not in sheet_id.bin, setting it to Unknown

WRN 1870 sheet_id.cpp   93 NLMISC::CSheetId::CSheetId: SHEETID: The sheet '0_0.forage_source' is not in sheet_id.bin, setting it to Unknown
WRN 1870 character.cpp 13015 CCharacter::checkPhrases: CCharacter:checkPhrases: remove phrase with index '4'(sheet '5145(abcfaca01.sphrase)'), because the brick with index '0' (sheet '0(unknown.unknown)') is invalid.

WRN 1870 sheet_id.cpp   93 NLMISC::CSheetId::CSheetId: SHEETID: The sheet 'slow.sbrick' is not in sheet_id.bin, setting it to Unknown

#13 - 02/07/2011 07:01 am - Aztecmage

I found these 2 while looking into guild outposts/apartments.

player_building.sitem
guild_main_building.sitem

Found the references to them in building_manager.cpp on lines 98 and 101, respectively.

#14 - 02/20/2011 11:05 am - kervala

- Target version set to Version 0.9.0

There are a lot of tests to do, so we will fix this issue in 0.9.0

#14 - 02/20/2011 11:05 am - kervala

- Target version set to Version 0.9.0