

Ryzom - Bug # 962

Status:	Closed	Priority:	Normal
Author:	nimetu	Category:	Services: General
Created:	06/04/2010	Assignee:	vl
Updated:	01/08/2011	Due date:	
Subject:	animal consumes one unit too many		
Description	<p>animal satiety 1000. food is 500. Animal should only consume 2, but it eats 3. $(1000/500 + 1)$ +1 makes sense when the food is 300, then it correctly consumes 4</p> <p>in theory attached diff should fix it... i hope</p>		

History

#1 - 06/08/2010 04:33 pm - vl

- Category set to Services: General
- Status changed from New to Assigned
- Assignee set to vl

#2 - 06/08/2010 04:49 pm - vl

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r296.

#3 - 08/01/2010 02:27 pm - kervala

- Target version set to Version 0.8.0

#4 - 01/08/2011 06:47 pm - kervala

- Status changed from Resolved to Closed

Files

001-animal-food.diff	632 Bytes	06/04/2010	nimetu
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