

Ryzom - Bug # 965

Status:	Closed	Priority:	Normal
Author:	nimetu	Category:	
Created:	06/07/2010	Assignee:	vl
Updated:	08/05/2010	Due date:	
Subject:	missing files		
Description			
<p>harvest.deposit needs _quantity_11_15.deposit axe_dagger_matis.loot needs loot.dfn medium_slashing_head.item needs _creature_armor.item</p>			

History

#1 - 06/07/2010 07:19 pm - nimetu

seems there is more missing files:

ai.dfn needs **_ai_class.typ, _ai_initentry.dfn, patat_name.typ**

harvest.deposit needs **_quantity_11_15.deposit, _lvl_01_05.deposit, _displeasure_04_01.deposit, _regen_forest_040.deposit, _quantity_forest.deposit**

medium_slashing_{chest, feet, hands, head, legs}.item will need **_creature_armor.item**

*.loot files need **loot.dfn**

#2 - 06/17/2010 09:40 am - vl

- Status changed from New to Assigned

- Assignee set to vl

#3 - 06/17/2010 09:55 am - vl

I checked in ryzom game leveldesign and:

- There's no loot.dfn, only **_loot.dfn**

- I'll add **_quantity_11_15.deposit**

- I'll add **_creature_armor.item**

- There's no **_ai_class.typ, _ai_initentry.dfn, patat_name.typ** (i think ai.dfn is not used)

- I'll add **_quantity_11_15.deposit, _lvl_01_05.deposit, _displeasure_04_01.deposit, _regen_forest_040.deposit, _quantity_forest.deposit**

#4 - 06/17/2010 09:58 am - vl

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r379.

#5 - 08/01/2010 02:28 pm - kerval

- *Target version set to Version 0.8.0*

#6 - 08/05/2010 06:33 pm - kerval

- *Status changed from Resolved to Closed*