

Ryzom - Bug # 1173

Status:	Closed	Priority:	Normal
Author:	aquiles	Category:	Tools: General
Created:	11/08/2010	Assignee:	aquiles
Updated:	12/07/2011	Due date:	

Subject: wrong crafting tool type in basic armor file

Description

The files "_c_al.sitem" & "_c_ar.sitem" in "leveldesign\game_element\sitem\armor_parent" define:

```
<STRUCT Name="crafting tool">  
  <ATOM Name="type" Value="Needle"/>  
</STRUCT>
```

If i look into "item_crafting_tool_type.typ" theres no "Needle" and the correct value should be "ArmorTool".

History

#1 - 11/08/2010 02:20 pm - aquiles

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

Applied in changeset r1114.

#2 - 12/07/2011 02:50 pm - sfb

- Status changed from Resolved to Closed
- Target version set to Version 0.9.0