

## Ryzom - Bug # 1230

<b>Status:</b>	Assigned	<b>Priority:</b>	Low
<b>Author:</b>	Aztecimage	<b>Category:</b>	Client: General
<b>Created:</b>	01/08/2011	<b>Assignee:</b>	kervalala
<b>Updated:</b>	02/20/2011	<b>Due date:</b>	
<b>Subject:</b>	Missing Sheets for Yubos and NPCs		
<b>Description</b>	<p>It seems when you recompile the sheets the yubos disappear as well as the NPCs. To fix this I created the following files:</p> <p>NPC files needed:</p> <ul style="list-style-type: none"><li>tr_civil01_gilet.item</li><li>tr_civil01_pantabotte.item</li><li>tr_civil01_arpad.item</li><li>tr_civil01_hand.item</li><li>tr_civil01_bottes.item</li><li>zo_visage.item</li></ul> <p>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\</p> <p>Yubo filles needed:</p> <ul style="list-style-type: none"><li>dag_light_slashing_chest.item</li></ul>		
<b>Related issues:</b>	related to Ryzom - Feature # 1237: Be able to recreate and successfully use s... <b>New</b> <b>01/19/2011</b>		

### History

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

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 - kervalala

- Status changed from New to Assigned
- Assignee set to kervalala

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

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

Applied in changeset r1279.

**#4 - 01/10/2011 11:16 am - kerval**

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 eggs 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 leveledesign folder, namely:

**fame.dataset**

**fe\_temp.dataset**

**pet.dataset**

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

After that i could successfully start the services and came to the character selection. After logging in he crashed in entity\_animation\_manager.cpp line 198, complaining about missing

## ma\_cheveux01.sitem

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

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

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