

## Ryzom - Bug # 962

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	nimetu	<b>Category:</b>	Services: General
<b>Created:</b>	06/04/2010	<b>Assignee:</b>	vl
<b>Updated:</b>	01/08/2011	<b>Due date:</b>	
<b>Subject:</b>	animal consumes one unit too many		
<b>Description</b>	<p>animal satiety 1000. food is 500. Animal should only consume 2, but it eats 3. <math>(1000/500 + 1)</math> +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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