

## Ryzom - Bug # 965

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