

## Ryzom - Bug # 1173

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

**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*