

OP2 SDK - Bug #40

Typos in header files comment sections

02/10/2016 05:47 PM - Vagabond

Status: New	% Done: 0%
Priority: Low	
Assignee:	
Category:	
Target version: v2.2	
Description	
<p>There is a Typo in CreateBeacon function comment within TethysGame.h, reading BeacondTypes instead of BeaconTypes.</p> <pre>static int __fastcall CreateBeacon(map_id beaconType, int tileX, int tileY, int commonRareType, int barYield, int barVariant); //</pre> <p>Note: see enums BeacondTypes, Yield, Variant</p> <p>There is another typo at the end of BaseBuilderV2.h, reading Refefinition instead of redefinition.</p> <pre>#endif // End Refefinition error protection</pre>	

History

#1 - 03/07/2016 03:13 AM - Vagabond

Committed these changes to the repository. I don't have permission to mark the bug as complete though.