

## OpenGFX - Feature #3136 toyland ground tile reused identically

2011-10-10 18:09 - planetmaker

|  |        |                        |            |
|--|--------|------------------------|------------|
| <b>Status:</b>   | New    | <b>Start date:</b>     | 2011-10-10 |
| <b>Priority:</b>   | Normal | <b>Due date:</b>       |            |
| <b>Assignee:</b>   |        | <b>% Done:</b>         | 0%         |
| <b>Category:</b>   |        | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |        |                        |            |
| <b>Description</b>   |        |                        |            |
| house ground sprites 4675 and 4676 are identical. They probably could be different |        |                        |            |

### History

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#1 - 2011-10-11 01:41 - athanasios

This was fixed here:

<http://dev.openttdcoop.org/issues/885>

and another 2 sprites were uploaded which can be used in + for more variation or other uses. (So we have not 1 but 4 sprites!)

If only 1 sprite is displayed it is a bug.