

NewGRF Meta Language - Bug #4293

Arithmetic with sprite labels

2012-09-28 07:36 - dnicolls

Status:	Reopened	Start date:	2012-09-28
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			

Description

Before r1919 it was possible to specify which sprite to use from a spriteset by calculating it as the offset from a given sprite label in that spriteset:

```
spriteset (small_warehouse_1_gfx, "emptySprite.png") {  
  spr1 : [ 10, 10, 1, 1, 0, 0]  
  spr2 : [ 10, 10, 1, 1, 0, 0]  
}  
  
spritelayout sl_small_warehouse_1 {  
  ground { sprite: GROUNDSPRITE_CONCRETE; }  
  building { sprite: small_warehouse_1_gfx( spr1 + (view == 1 ? spr2 - spr1 : 0)); }  
}
```

I've never seen this behaviour documented anywhere so I don't know if it's supported, but it is very useful for defining a large number of appearances with a small amount of code. However since r1919 I get the error

```
nmlc ERROR: "somefilename.nml", line 20: Unrecognized identifier 'spr1' encountered
```

I've attached a minimal test case.

History

#1 - 2012-10-16 19:29 - yexo

- Status changed from New to Closed
- % Done changed from 0 to 100

Fixed in r2043, sorry about the long delay before you got a reaction.

#2 - 2012-11-30 19:49 - dnicolls

- Status changed from Closed to Reopened

Thank you Yexo. Unfortunately it's not fully resolved (ok to reopen?)

Followup: calculations using sprite labels and variables now don't throw an error except when using a LOAD_TEMP() function.

Relevant code

2019-10-19

```

spriteset (small_warehouse_1_gfx, "emptySprite.png") {
spr1  : [ 10, 10, 1, 1, 0, 0]
spr2  : [ 10, 10, 1, 1, 0, 0]
spr3  : [ 10, 10, 1, 1, 0, 0]
}

// nmlc <= r1918 will happily parse this entire block without errors
spritelayout sl_small_warehouse_1 {
  ground { sprite: GROUNDSPRITE_CONCRETE; }
  building { sprite:
small_warehouse_1_gfx( spr1      // nmlc r1919..2042 will fail here >>> [Unrecognized identifier 'spr1' encountered]
+ (view == 1      ? spr2 - spr1 : 0) // nmlc >= r2043 is ok with this line
+ LOAD_TEMP(0)      // nmlc >= r2043 is ok with this line
+ (LOAD_TEMP(0) == 10 ? spr3 - spr1 : 0) // nmlc >= r2043 will fail here >>> [Unrecognized identifier 'spr3' encountered]
);
}
}
}

```

Files

nmlc_sprite_label_test.zip	2.05 KB	2012-09-28	dnicholls
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