

## VAST Objects - Bug #4916

### Improper action colors

2013-02-10 05:13 - Supercheese

<b>Status:</b>	Closed	<b>Start date:</b>	2013-02-10
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

#### Description

The following VAST+ Objects tiles have flashing action colors where they should not:

2x2 Plaza [with monument/statue]: Block/Fizzy Drink action colors on bottom-right corners of the shrub-beds and one fountain.

2x2 Plaza [with stairway to underground]: Block/Fizzy Drink action color on lower-left corner of the grassy area.

3x3 Plaza: Fire cycle action colors on red & yellow umbrella (looks like a vendor's stand).

#### History

##### #1 - 2013-08-01 16:14 - dnicolls

- Status changed from *New* to *Confirmed*

Will fix for 0.3.0.

##### #2 - 2013-08-09 01:36 - dnicolls

- Status changed from *Confirmed* to *Closed*

- % Done changed from *0* to *100*

Fixed in 0.3.0