

OpenGFX - Bug #8617

4 missing sprites in OpenTTD 1.9.0-RC1

2019-03-06 09:44 - Brumi

Status:	New	Start date:	2019-03-06
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Using OpenTTD 1.9.0-RC1, I get a notification on the title screen that 4 sprites are missing from OpenGFX, both with OpenGFX 0.5.2 and the latest nightly (v6917 I believe).			
This problem is visible on an absolute fresh install (downloaded a zip to a new location, and then let the game download the baseset)			

History

#1 - 2019-03-08 16:48 - Gwyd

- File *extra-openttd-gui.pnml* added
- File *group_liveries.png* added

The 4 sprites are associated with the group livery feature. Attached are the two files that could be placed in the following locations to fix it:

\sprites\png\gui\group_liveries.png (new file)

and

\sprites\extra\extra-openttd-gui.pnml (updated file, ~6 or 7 lines at the bottom added)

#2 - 2019-03-12 15:22 - Brumi

- File *extra-openttd-gui.pnml.patch* added

The .pnml file needs some fixes though, see here: <https://www.tt-forums.net/viewtopic.php?p=1219276#p1219276>

Created a patch for the .pnml file, it works fine for me locally.

Files

group_liveries.png	1.46 KB	2019-03-08	Gwyd
extra-openttd-gui.pnml	32.6 KB	2019-03-08	Gwyd
extra-openttd-gui.pnml.patch	1.19 KB	2019-03-12	Brumi