

## Bee Reward - Bug #8647

### bee rewards doesn't store best score on selecting the best goal

2019-06-09 17:41 - Alberth

<b>Status:</b>	New	<b>Start date:</b>	2019-06-09
<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>			
<p>3iff reported a bug in main.nut: <a href="https://www.tt-forums.net/viewtopic.php?p=1222592#p1222592">https://www.tt-forums.net/viewtopic.php?p=1222592#p1222592</a></p> <p>Bug found in Busy Bee and Bee Rewards v5892</p> <p>Main.nut line 260.</p> <p>It reads <code>prod_score = best_score</code>; but that's actually backwards. It should read <code>best_score = prod_score</code>;</p> <p>That way, it actually records the best score. At the moment it just selects the last non-zero score and uses that as the goal destination.</p>			