

TwistyPuzzleLib - Bug #66

Build fails because of missing drawable resources

01/11/2022 07:37 PM - Sergiy Kozyr

Status:	New	Start date:	01/11/2022
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
When I build Objectlib I get error:			
<pre>/distorted-objectlib/src/main/java/org/distorted/objectlib/main/ObjectType.java:48: error: cannot find symbol MIRR_4 (TwistyMirror.class , new int[] {4,4,4} , 24, R.drawable.mirr_4), ^ symbol: variable mirr_4 location: class drawable /distorted-objectlib/src/main/java/org/distorted/objectlib/main/ObjectType.java:71: error: cannot find symbol WIND_3 (TwistyWindmill.class , new int[] {3,3,3} , 24, R.drawable.wind_3), ^ symbol: variable wind_3 location: class drawable /distorted-objectlib/src/main/java/org/distorted/objectlib/main/ObjectType.java:72: error: cannot find symbol FISH_3 (TwistyFisher.class , new int[] {3,3,3} , 24, R.drawable.fish_3), ^ symbol: variable fish_3 location: class drawable</pre>			
Looks like resources mirr_4, wind_3, fish_3 are missing.			

History

#1 - 02/02/2022 10:18 AM - Sergiy Kozyr

Four resources are missing:

```
/Users/skozyr/Projects/Android/distorted/distorted-objectlib/src/main/java/org/distorted/objectlib/automator/Obje
ctAutomatorRotate.java:285: error: cannot find symbol
  Bitmap bmpArrow = openBitmap(act, R.drawable.ui_axis_arrow);
                                     ^
  symbol:   variable ui_axis_arrow
  location: class drawable
/Users/skozyr/Projects/Android/distorted/distorted-objectlib/src/main/java/org/distorted/objectlib/automator/Obje
ctAutomatorWhole.java:833: error: cannot find symbol
  Bitmap bmpCirc = openBitmap(act, R.drawable.ui_fading_circle);
                                     ^
  symbol:   variable ui_fading_circle
  location: class drawable
/Users/skozyr/Projects/Android/distorted/distorted-objectlib/src/main/java/org/distorted/objectlib/automator/Obje
ctAutomatorWhole.java:834: error: cannot find symbol
  Bitmap bmpShad = openBitmap(act, R.drawable.ui_hand_shadow);
                                     ^
  symbol:   variable ui_hand_shadow
  location: class drawable
/Users/skozyr/Projects/Android/distorted/distorted-objectlib/src/main/java/org/distorted/objectlib/automator/Obje
ctAutomatorWhole.java:835: error: cannot find symbol
  Bitmap bmpHand = openBitmap(act, R.drawable.ui_hand_pointer);
                                     ^
```

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symbol: variable ui_hand_pointer
location: class drawable
```

#2 - 02/14/2022 02:10 PM - Distorted Admin

Hello Sergiy,

Commit [54c4cc9c](#) adds the three missing icons mirr_4, wind_3, fish_3.

As to the other missing stuff from the 'Automator' package - the 'Automator' is a part of an attempt to write a visual guide how to touch-control the objects.

This effort has been abandoned for now, so feel free to simply delete the package entirely, it is not used anywhere.

#3 - 02/14/2022 02:10 PM - Distorted Admin

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 100

#4 - 02/14/2022 02:18 PM - Distorted Admin

Commit [3fc78370](#) adds the (unused anyway) Automator resources.