

Super Pokémon Eevee Edition

Version 0.74 Bugs/Credits

NOTE: If you find a bug not mentioned here, please post it in the thread. You'll be credited for your debugging contribution. If you have reported a bug, but didn't get credited, please tell me, so i can fix ASAP.

v0.74 bugs

v0.7a bugs:

Jared	<ul style="list-style-type: none">-spellings: league, piece, guard, doubt, jazz, pierce-gym guy flashing(!)-dialogue crystal/gold face mixup-uppercoding pokeball teleport error(!)-Arbor pokecenter eevee position.-gold/ cut master face mixup
Lockmaster	<ul style="list-style-type: none">-M to cutoff-spellings: our-different day count (officially 28)-refining errors: psybeam, metalstab, aqua body, limb nerves-refining tile errors-buy tetra elements(!)/shops broken-caves have no pokemon(!)
omn	<ul style="list-style-type: none">-spelling: interesting,
Dforte	<ul style="list-style-type: none">-debugger SQ death error.
monkeyboi	<ul style="list-style-type: none">-oaks lab eevee info out of date.-basket sidequest face error-tree lass(!)-pineco and mareep bait spots broken(!)-flux capacitor SQ error(!)-after meeting waypoints not there.-corrupted abra encounter broken(!)-spellings: meeting AI/days, axe, double dialouge,

grantourismo4ad -refining glitch (tectonic blast)
 -dissolving acid item discription
 -shell shield refining icon wrong

66hunter66 -basket sidequest trophy broken(!)
 -repels broken(!)
 -academy master broken(!)

desbrina -weedle L4 limitbreak(!!!)

//check the rearrangement formular
//check limitbreak formular-done
//check shiny events

[FIXED in 17/03 release]

desbrina -RPG_RT needed error.
chained teapot -cellphone stuck in loop
jared -thief misspelled as theif
 -R2 pokecenter, eevee position

v0.603 bugs:

Jared -when examing fishing spot with bike, changes to walk graphic. bike speed.
 -stat increasing items now say increases POKEMON's stat.
 -sola/luna checkpoint houses don't change day/night when inside.
 -crystal doesn't have default name
 -fire fang is now labeled physical
 [IDEA]- in stat increasing equipment display increase in discription.
 -silph underground gas timer, overlaps pokemon in battle.

DForte -team finity/galaxy
 -hotkey disabled manman export

 -3 pokemon dead, live eevee, switch, game over glitch.

Gaurdian EeveeX
 -Broken cactus sprite in Gen3 screen filter.
 -Battle music is boss after croconaw

PariWasHere - debug trainer tips sign
 -PC hoothoot glitch

Uflame	-Onix evolution problem (needs everstone to evolve :/)
granturismo4ad	-diglett evolution problem
	-Also effects Snubull.
	-
Me	-Eevee EXP glitch
various	-corrupt croconaw broken
	-timer in the underground labs changed to 15 mins.

Grammar:

YourFavourite	-silph co. basement explanation
PariWasHere	-corrupted coconaw labeled wrong
	-item spellings
66hunter66	-Arcanine name wrong.
mathue9	-kratos instead of geosigma in elms labooks
lockmaster	-sandshrew accidently spelled as sanshrew
Jared	-chip PIECE!

Bugs for 602:

DForte	-electabuzz evo name.
Samari45	-silph co. door.
	-gas timer
	-heatwave AE problem
SageH	-New Game doesn't work!
multiple	-night mode glitch in ferry +
Me	-Arbor forest. default tile is 3rd gen instead of 2nd gen

Bugs for 601:

Fixed:

Monkeyboi-	NG+ no trainers fight you (mentioned by others a while ago, forgot to fix)
nerevarie-	Portus town wrong label in travel map
nerevarie-	Extrasensory, not AE
nerevarie-	Nighttime tiling problem (north hill edges)
monkeyboi-	fixed RT card price.

Mew_nani- add FF8 force your way: dissidia edition to radio (if i havent already)

Mew_nani- X picture frame in berry master house.
Text runoff during geosigma events.
geosigma battle names runoff. (geosigma hydri-)
fix up curruped so “devolved to X” message won’t pop up unless it did evolve.
Sola Forest. force feild message cut off
Skarmory- permenent limit mode.

DForte- elekid: condition inflicted- battle animation is broken (eevee)
Pokecenter doesn’t heal reserve team.
Sola forest doesnt change to new/old modes.

DForte- ship PC. After PCing you end up in pokemon center.
Rainbow berry unusable in battle.
ship stairs(tree area) transition not right.
ship stairs, trees dissapear.

Rassalon- route12 mapfile cannot be opened(in world map)
Train tracks grammar.
silph spelled as sliph on blue doors
marina still hacking door after takeover events
silph no music.
two geosigma chips
refine full sturdy unrefinible
marina outside rainbow tower
crane minigame discription crumbled

Dforte- electrabuzz = electabuzz (mind=blown)

sako- Chuck’s name becomes morty after defeat.
Thunder/fire stone equip
R15 map two golds

Saving Raven- In NG+ can’t get pickaxe

nerevarie- unconfirmed- Broken R15 bait spot. [Confirmed by monkeyboi] -broken indeed

lockmaster- -porygon = normal not psychic
-Latios during silph co teleporting outside :/
-4th floor megamart elevator text issue.
-Readd Mute (via PC?)

pokolu- can’t quit street combat

littlered- onix typo
rival appears for a second before battle.

me- summon stones not removed when used by forms other than eeveeon.

bugs in 0.6:

KnightKGR- Pokemarts don't function after 6th badge
KnightKGR- Crystal not appearing in elevator down event
KnightKGR- During Silph.co event, can escape.

Various- Evolution during events.
Monkeyboi- Zubat glitch
DrZeus- Zubat glitch possible explanation.
DForte- Pelipper event: machoke battle
DForte- Voltrob not working
DForte- Elekid/Magby don't have attacks (class not applied properly)
DForte- Machoke crashing with latios

Mew_nani- Lionheart's domain- tile glitch.
Mew_nani- Change XDR's battle music. Jenova V2

Me- Pokemon obtained trophies now registers correctly.
nerevarine- Silph Takeover phone freeze.
Me- Pokebox: swap and withdraw functions broken on some pokemon.
Me- Krabby didn't have a box slot.

Additions.

Add firestone. Growlithe/Magmar can't evolve. (ferry)
Either renamed to Ether (thanks to mewnani)
Eevee forms box actions. (to rename)